The Compleat Spell Caster

Fantasy Role-Playing Game Supplement

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The Compleat Spell Caster

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"And men still grope t'anticipate
The cabinet designs of Fate;
Apply to wizards to foresee
What shall and what shall never be"

Hudibras

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Introduction

The Compleat Spell Caster was developed for a number of reasons, the first and foremost of which was to supplement the magic systems of existing Fantasy Role-Playing (F.R.P.) games. As most F.R.P. gamers will undoubtedly agree, magic is one of the prime ingredients of fantasy games, and new material is essential in keeping an on-going campaign fresh and exciting. To this end, the sections on Familiars, Summoned Creatures, Magical Inscriptions, and Major Arcana should provide even the most jaded gamer with a few new ideas.

The second reason for this supplement's development was to introduce several different types of Spell Casters who, overlooked or ignored in many F.R.P. game systems, make interesting player or non-player characters.

The Witch character in particular is one type of Spell Caster who has truly been slighted by most game designers, despite the wide recognition witches have received both in fantasy literature and history. Readers of this supplement will notice that such is not the case here, as the Witch (and her male counterpart, the Warlock) are done justice at last. Several unusual Spell Casters such as Mystics (non-violent purveyors of good), Necromancers (truly evil villains) and others receive their due as well, and there is also a section which includes ideas on how to adapt these Spell Casters to your favorite F.R.P. game system.

Finally, this supplement was created to add to the enjoyment of your favorite fantasy role-playing game. We hope you like it, and find it a useful addition to your own campaign.

The Compleat Spell Caster

GAME SYSTEMS AND CONVERSION

In order to best apply the material in this supplement to your game system, read through the following summary of F.R.P. systems and suggested conversions, and consult the one most closely resembling the game you play:

EXPERIENCE POINT/LEVEL OF ABILITY SYSTEM:

1) Follow your system's rules for acquiring/memorizing spells.

2) To determine X.P., levels, combat capabilities, weapon/armor restrictions, magic item use, hit points, minimum attribute scores and saves:

   a) Consider sorcerers to be a sub-class of the magic user class, and treat as illusionists with regard to experience points, level, etc.

   b) Consider mystics and necromancers to be sub-classes of the cleric class. Remember that mystics, however, are opposed to physical violence and will not wear armor or use any weapon except a staff.

   c) Consider witches (and warlocks) to be a sub-class of the druid class.

"POWER" SYSTEM OF MAGIC

1) Follow your system's rules for acquiring and learning new spells.

2) Use the following system to determine the point value of spells:

   a) Levels I-II = One point spells*
   b) Levels III-IV = Two point spells*
   c) Levels V-VI = Three point spells*
   d) Level VII = Four point spells*

   *Where the spell type is listed as variable, treat it as a variable power spell.

3) Determine the cost of learning new spells by comparing the spells in this supplement with the spells in your game.

4) Use your game system's method to determine spell resistance instead of using the saving throw system.

5) Game Judges should delete or make special rules for certain spells which may seem to be too powerful.

I.Q. SYSTEM OF MAGIC

1) Follow all your game system's rules for learning and casting spells.

2) Assign each spell an I.Q. rating comparable to those found in your game system.

3) Cost (in strength) for any spell should be determined by comparing the spells in this supplement with the spells in your game.

Note: Due to the differences in F.R.P. magic systems, you may wish to make adjustments when adapting the material in this supplement to your game. Game Judges in particular should carefully review material before allowing players to use (or misuse) any information in this book. Please remember that THE COMPLEAT SPELL CASTER was created to SUPPLEMENT, not supercede, the rules and guidelines of your favorite F.R.P. game. Feel free to change or modify any of the "rules" or information listed in this supplement as you deem necessary.

SPELL DESCRIPTIONS AND TERMINOLOGY

For simplicity's sake, all the spells in this supplement have been listed according to the following format. Consult the section on GAMES SYSTEMS AND CONVERSION to determine how to best apply this format to your own game.

LEVEL: This is an indicator of the degree of difficulty of the spell, and/or the degree of skill needed to cast it.

DESCRIPTION: A detailed account of what the spell will do, its area of effect, and its range and restrictions. Duration has been listed in minutes to avoid confusion about such terms as rounds, turns, etc.

SAVE: Indicates whether or not the intended target of the spell is allowed a chance to avoid some or all of the spell's effects. Most games use a saving throw (die roll) of some sort for this purpose. Again, to avoid confusion with terminology, SAVES in this supplement have been categorized in terms of the ability (or attribute) most necessary to resist or avoid the consequences of the spell in question. A standard "save vs. magic" should be used if there is any doubt about what type of save a given spell should be allowed.

SAVE VS. DEXTERITY: Spells whose effects can be dodged or outrun are allowed this save, as are spells which cause victims to "fumble," slip, lose their balance, etc.

SAVE VS. INTELLIGENCE: Spells which attempt to distort or confuse a victim's perception, and spells which can be disbelieved (such as illusions) are allowed this save.

SAVE VS. WILL: Control-type spells such as "charm," "hypnosis" and spells which seek to deprive a victim of his or her free will are allowed this save.

SAVE VS. STRENGTH: Spells which attempt to physically restrain or entangle victims are allowed this save.

SAVE VS. CONSTITUTION: Spells of a poisonous or toxic nature, and spells which cause death through purely magical means are allowed this save.

SPELL TYPE: All the spells in this supplement have been divided into two types: Non-variable and variable. A non-variable spell can only be cast as per its description, i.e. the range, area of effect, duration or damage cannot be increased beyond the written limitations of the spell. Variable spells, on the other hand, can be cast at increased range, duration, etc., at the discretion of the spell caster, or as the caster increases in ability. For purposes of this supplement, when a spell is described as variable, the text will read: "Each level of ability allows the caster to increase the spell range (or duration, damage, etc.) by . . ." Depending on which game system you play, the term "level of ability" will mean either:

1) level of ability which the caster has attained, or . . .

2) additional point of power, strength, mana, etc. expended by the caster.

Therefore, whenever the term "level of ability" is used, you should simply substitute the appropriate meaning, as determined by your game system.

Note: Casting time for all spells is one (6 second) segment per spell level, unless stated otherwise. Spells which do not have material components can be "assigned" appropriate components, at the Game Judge's option.

The section devoted to Familiars and Summoned Creatures depict a variety of strange (and often dangerous) beings associated with magic and spell casters. If you wish to add any of these creatures to your F.R.P. campaign, use the guidelines listed under the following format to determine their attributes and abilities as they pertain to your game system:

SIZE: This is simply the average height (or length) and approximate weight for the type of creature being described.

ATTRIBUTES: The individual characteristics of each creature have been defined according to the following attributes:

STRENGTH (STR): Physical strength

DEXTERITY (DEX): Agility, coordination

CONSTITUTION (CON): Endurance, resistance to disease, poisons, etc.

INTELLIGENCE (INT): Sentience, reasoning, I.Q.

WILL (WILL): Willpower, resistance to "control spells," wisdom

CHARISMA (CHA): Leadership, persuasiveness, command (not necessarily "appearance").

Each of these attributes has been given a numerical value ranging from 1-25, based on the following scale:

1-2: Negligible, practically non-existent

3-5: Far below average human ability

6-9: Low average human ability

10-12: Average human range of ability

13-14: Better than average human ability

15-17: Superior human ability

18: Absolute maximum human ability

19-22: Greater than maximum human ability

23-24: Ability similar to a demi-god's

25: Ability similar to a deity's

If the numerical ratings for this scale are unsuitable for your game system, it should be simple to modify these figures by using the comparisons listed alongside each numerical rating. If your game system does not provide for certain of the attributes listed here, you may ignore them and use those which most closely resemble your game system's. The description of each attribute can be used as a guide line if any modification is needed.

ARMOR/PARRY: This is a rating of the creature's protective armament (natural or otherwise) and its % chance to parry blows. (If your game system does not use parrying, you should ignore this figure). Each creature will have one of the following armor ratings:

Unarmored: No protective armor

Leather: Equivalent to leather armor

Studded Leather: Equivalent to studded leather or ring mail

Scale Mail: Equivalent to scale mail

Chain Mail: Equivalent to chain mail

Plate Mail: Equivalent to plate mail

Plate +1: One point better than plate mail

Plate +2: Two points better than plate mail

Plate +3: Three points better than plate mail

Plate +4: Four points better than plate mail

Plate +5: Five points better than plate mail

Plate +6: Six points better than plate mail

HIT DICE/ATTACK: Respectively this stands for whether the creature's level of ability, or its % of atacking skills; use whichever rating best applies to your game system.

DAMAGE: The amount of damage which a creature's claws, bite, etc. will do, will be listed here. If the phrase "according to weapon type" is used, it simply means that the amount of damage the creature can do depends on what type of weapon it uses. Occasionally a "Plus ___" will be listed afterwards, denoting the additional damage the weapon will do because of a creature's strength.

SPECIAL ABILITIES: If the creature has any special abilities (such as a poisonous bite, resistance to fire or cold, the ability to cast spells, etc.) they will be listed here.

SPEED: The creature's movement will be rated as compared to the maximum human movement for your game; therefore, a rating of "½" will mean that the creature can move half as fast as a human, "1x" means average human speed, "2x" means double human speed and movement, etc.

DESCRIPTION: This will be a written description of the creature's physical appearance, motives, habitat, and/or other characteristics that players and Game Judges may need to know.

HIT POINTS: The amount of damage which the creature can take will be expressed as an average range. Game Judges may use the "Hit Dice" determination for hit points if they prefer.

ALIGNMENT: This is an indicator of the creature's basic morality. For the purposes of this supplement, the following alignments will be used: Lawful Good, Good, Lawful Neutral, Strict Neutral, Chaotic Neutral, Evil, and Chaotic Evil.

OPTIONAL GAME VARIANTS

SAVING THROWS (SAVES)

At the Game Judge's option, a saving throw (or save) may be made vs. the character-attribute which the spell is intended to affect; i.e., a "save vs. Dexterity" may be made by having the character in question roll a 20-sided die against his or her dexterity score. If the die roll is less than or equal to the character's dexterity score, the save is successful.

MODIFIED SAVING THROWS

Also at the Game Judge's option, the following system of modifications can be used to add emphasis to the character's skill level, rather than merely relying on the luck of the die:

1) In any magical conflict, compare the level of ability of the attacker and the defender(s).

2) Unless the opponents are evenly matched (with respect to their ability levels), the Game Judge can modify the Defender's saving throw based on the difference between the level of the attacker and the level of the defender. For instance, if a Fifth Level wizard magically attacks a Third Level wizard, the Third Level wizard saves at a penalty of -2 (3-5 = -2). Conversely, if the Third Level wizard retaliates, the Fifth Level wizard saves at a bonus of +2 (5-3 = +2). The formula for all such modified saves is: DEFENDER'S LEVEL - ATTACKER'S LEVEL = MODIFIER (+/-).

If your game system does not use levels of ability, it is simple enough to substitute the term "I.Q.," "Power," etc. in place of "Level," if you'd like to add this modification to your game.

Type of Undead/Demons — MYSTICS/NECROMANCERS; TURNING UNDEAD/DEMONS — Level of Mystic or Necromancer

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20+
Skeleton	10	6	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X	X
Zombie	12	8	4	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X	X
Ghoul	14	10	6	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X	X
Shadow	18	14	10	6	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X	X
Wight	20	18	14	10	6	2	T	T	B	B	X	X	X	X	X	X	X	X	X	X
Wrath/Phantom	-	20	18	14	10	6	2	T	T	B	B	X	X	X	X	X	X	X	X	X
Mummy	-	-	20	18	14	10	6	2	T	T	B	B	X	X	X	X	X	X	X	X
Spectre	-	-	-	20	18	14	10	6	2	T	T	B	B	X	X	X	X	X	X	X
Vampire	-	-	-	-	20	18	14	10	6	2	T	T	B	B	X	X	X	X	X	X
Ghost	-	-	-	-	-	20	18	14	10	6	2	T	T	B	B	X	X	X	X	X
Lich	-	-	-	-	-	-	20	18	14	10	6	2	T	T	B	B	X	X	X	X
Familiar	-	-	-	-	-	-	-	20	18	14	10	6	2	T	B	B	X	X	X	X
Lesser Demon	-	-	-	-	-	-	-	-	20	20	18	14	10	6	2	T	T	B	B	X
Winged Demon	-	-	-	-	-	-	-	-	-	20	20	18	14	10	6	2	T	T	B	B
Greater Demon	-	-	-	-	-	-	-	-	-	-	20	20	18	14	10	6	2	T	T	B
Nether Demon	-	-	-	-	-	-	-	-	-	-	-	20	20	20	18	14	10	6	2	T
Arch Demon	-	-	-	-	-	-	-	-	-	-	-	-	-	20	20	20	20	18	14	10
Mephistopheles	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	20

- = No effect
T = Automatically Turned
B = Banished to Home Plane
X = Destroyed

A result of "T", "B", or "X" for a necromancer means that the undead creature/demon will view the necromancer as its master (with regard to undead) or ally (with regard to demons). Summoned demons who offer allegiance in this manner will grant a single service without asking payment.

The Spell Casters

Witch & Warlock

LEVEL ONE

Beauty
Charm
Detect Magic
Disguise
Eldritch Fire
Fog
Healing
Foretell
Hex
Night Vision
Object Reading
Summon Familiar

LEVEL TWO

Blending
Circle of Light/Darkness
Eyes of the Hawk
Frost
Levitate
Plant Control
Read Tracks
Speak With Animals
Trail Erasure
Warpwood
Water Breathing
Youth

LEVEL THREE

Animal Control
Dispell Magic
Emotional Influence
E.S.P.
Locate Object
Neutralize Poison
Remove Curse
Shape Change
Speak with Plants
Windstorm

LEVEL FOUR

Circle of Silence
Dwindle/Enlarge
Flight
Haste/Slow
Invisibility
Malediction
Premonition
Ring of Fire/Ice
Speak in Tongues
Thunderbolt

LEVEL FIVE

Cure Disease
Detect Invisibility
Elemental Shield
Guards and Locks
Ice Storm
Minor Enchantment
Mists of Sleep
Psychic Assault
Rock to Mud
Summon Plants

LEVEL SIX

Firestorm
Pass Through Stone
Plague of Spiders
Psychic Shield
Quagmire
Sending
Summon Animals
Suspended Animation
Teleportation
Traps

LEVEL SEVEN

Control Weather
The Great Curse
Major Enchantment
Restore Life
Summon True Elemental
Tempest
Transformation
Witchwind

Mystic

LEVEL ONE

Blessing
Charisma
Circle of Light/Darkness
Detect Magic
Healing
Mystic Bolt
Object Reading
Omen
Purify Food and Drink
Remove Curse

LEVEL TWO

Aura Reading
Cure Disease
Cure Paralysis
Detect Good/Evil
Free Will
Neutralize Poison
Locate Object
Perception
Will

LEVEL THREE

Create Food and Drink
Cure Insanity
Detect Lie
Dexterity
Dispell Magic
Premonition
Safekeep
Sensory Restoration
Speak in Tongues
Strength

LEVEL FOUR

Dreams
Emotional Influence
Exorcism I
Levitate
Mystic Circle
Oath
Psychic Shield
Spirit Contact
Warding
Waterwalk

LEVEL FIVE

Exorcism II
Minor Miracle
Mystic Flame
Safe Passage
Runes
True Sight
Truth
Visions
Wings of Heaven
Word of Command

LEVEL SIX

Enlightenment
Holy Word
Part Water
Return to Sanctum
Soul Search
Spiritual Shield
Symbol of Power
Transcend Pain

LEVEL SEVEN

Astral Travel
Awe
Banish
Exorcism III
Miracle
Omniscience
Spiritual Enchantment
Summon Guardian

Necromancer

LEVEL ONE

Arcane Bolt
Circle of Darkness
Detect Magic
Necromantic Curse
Necromantic Healing
Object Reading
Omen
Summon Familiar

LEVEL TWO

Animate Dead
Circle of Silence
Detect Good/Evil
Locate Object
Spirit Contact
Summon Undead

LEVEL THREE

Dispell Magic
Levitation
Premonition
Repel
Summon Lesser Demon
Sympathetic Magic
(Voo Doo)

LEVEL FOUR

Paralysis
Phantom
Psychic Assault
Summon Winged Demon
Warding
Whither Plants

LEVEL FIVE

Coercion
Demon Wings
Evil Eye
Necromantic Shape Change
Summon Greater Demon
Word of Command

LEVEL SIX

Death Hand
Return to Sanctum
Reveal the Past
Soul Search
Summon Arch-Demon
Terror

LEVEL SEVEN

Astral Travel
Banish
Death Magic
Destruction
Necromantic Enchantment
Possession
Shape Change: Undead
Symbol of Power

Sorcerer

LEVEL ONE

Detect Magic
Force Shield
Hypnosis
Object Reading
Levitation
Power Bolt
Shatter/Repair
Slow Gravity
Summon Familiar
Tricks
Variable Light/Darkness
Vertigo

LEVEL TWO

Auditory Enchantment
Bands of Force
Disguise
Dwindle/Enlarge
E.S.P.
Guards and Locks
Mists of Sleep
Omni-Vision
Optical Illusion
Psychic Extension
Speak in Tongues
Spontaneous Combustion

LEVEL THREE

Detect Invisibility
Dispell Magic
Elemental Attack
Emotional Influence
Flight
Haste/Slow
Hypnotic Spiral
Illusory Object
Invisibility
Minor Healing
Ray of Paralysis
Winds

LEVEL FOUR

Alchemy I
Force Sphere
Illusory Creature
Magic Portal
Magnetic Field
Mists of Death
Psychic Assault
Ring of Fire/Ice
Species Identification
Spell Analysis

LEVEL FIVE

Alchemy II
Amnesia
Conjure Elemental
Illusory Terrain
Minor Enchantment
Psychic Shield
Runes
Summon Lesser Demon
Teleportation
Traps

LEVEL SIX

Alchemy III
Anti-Magic Shield
Aura of Non-Detection
Dimensional Travel
Energy Field
Hallucinations
Summon Winged Demon
Symbol of Power
Teleport Tracer
True Sight

LEVEL SEVEN

Acid Rain
Death Magic
Dimension Track
Major Enchantment
Negative Energy
Reverse Time
Soul Stone
Summon Greater Demon
Suspended Animation
Transformation

Witch

Witches (and their male counterparts, warlocks) are perhaps one of the more interesting, if misunderstood classes of spell casters. While many people believe that all practitioners of witchcraft are evil in nature, this is by no means true. Witchcraft, which derives its power from the forces of nature, is neither good nor evil, and its followers can be of any alignment. While there are evil witches and warlocks, the greater number of them tend towards the various neutral alignments. It is also a known fact that in certain isolated villages, good (white) witches and warlocks are often sought-after for their divinatory powers and their knowledge of herbs and animals.

The fairy tale inspired idea that witches are all ugly old crones, while quite silly, does have some basis in fact: witches and warlocks do have the magical ability to extend their natural life spans almost indefinitely. Certain age-old witches and warlocks have been knwon to be such reliable sources of information that they are often consulted (much in the manner of sages) for their knowledge of ancient legends and lore. Very few of these spell casters, however, allow themselves to appear old or ugly, most being vain enough to use their magics to appear youthful and attractive.

Both witches and warlocks tend towards the melodramatic in terms of dress, preferring to wear long, billowing cloaks and such apparel as will affect a certain air of mystery about them. This "air of mystery," or secrecy is, in fact, a deeply ingrained character trait of these spell casters, which undoubtedly stems from the fact that they have so often been persecuted and even hunted by superstitious people and certain religious orders. It is for this reason that these spell casters have a strong distrust of such righteous characters as paladins and clerics of lawful good deities, and as such will rarely associate with these types. As most witches and warlocks prefer the solitude and surroundings of woods and forests, they will seldom remain within the confines of a city or large town for any great length of time.

Like druids, witches and warlocks have a close affinity with the forces of nature. Though the ancient study of witchcraft is more than mere "nature worship," the powers of the elements are truly the domain of these spell casters, who in ancient times have been known to raise tempests and sink even the largest of ocean vessels. This close association with nature (combined with their studies of ancient lore) gives the witches and warlocks several useful abilities:

1) All witches and warlocks have the ability to identify unknown plants on sight. A successful die roll vs. the witch's or warlock's Intelligence means that the plant in question has been identified.

2) All witches and warlocks can pass through any type of wooded area without leaving a discernable trail. Characters who do not have specific tracking abilities will be unable to detect such traces, and even rangers, foresters and hunter-class characters will find that witches and warlocks are -50% harder to track outdoors than other characters.

3) All witches and warlocks of seventh level and above are capable of creating elixirs, powders, potions and magical dusts. Follow your game system's guidelines for the creation of such mixtures, or consult BARD GAMES' "THE COMPLEAT ALCHEMIST" for details.

4) Witches and warlocks are capable of reading most magical scripts (save vs. Intelligence for particularly obscure or ancient writings) and all forms of runes. They have little knowledge of symbols and glyphs, but can inscribe magical scrolls once the seventh level of ability has been attained.

As soon as a witch or warlock has attained the ability to cast spells of the seventh level of difficulty, he or she will find it possible to attract a group of followers. These followers will always be beginning witches and/or warlocks who wish to study under an experienced master. If twelve such followers (of similar alignment as the master) can be attracted, the witch or warlock may form a coven. The master will be responsible for feeding and sheltering the coven members, though these followers will never require payment of any sort. Coven members will be extremely loyal to their master, and can be used to increase the master's spell casting abilities by taking part in a "ritual of bonding." This ritual may be performed only once a month, and only at times when there is a full moon. An entire evening must be spent in the completion of the ritual, after which the coven members will have achieved a psychic bond with their master. The effects of this bond will last for 24 hours, during which time the master may cast any single "variable" spell at a strength equivalent to the sum total of the spell casting abilities of all thirteen members of the coven (including the master). A ritual of bonding can be performed with as few as seven members, but thirteen are required in order for the master to cast spells of the fifth level and up.

WITCH'S SPELLS - LEVEL ONE

BEAUTY: Allows the caster to make any single being or creature appear to be exceptionally beautiful or handsome. Note that although the benefits of this spell are entirely illusory, the recipient's Charisma will (temporarily) be increased by +2 points. Duration is 1 week.
SAVE: None
SPELL TYPE: Non-variable.

CHARM: Any (single) being or creature who fails to save vs. this spell will willingly obey any command which the caster gives, for a period of not more than one full day. After this time, the victim gets another save once per day until the spell is broken or the caster wills the spell to cease.
SAVE: vs. Will
SPELL TYPE: Variable. Each level of ability allows the caster to affect another (single) being or creature.

DETECT MAGIC: Allows the caster to examine up to 10 sq. ft. of any area, objects, devices or creatures; anything magical will appear (to the caster) to glow with a soft, blue light. The relative "strength" of the magic may be determined by its radiance.
SAVE: None
SPELL TYPE: Non-variable.

DISGUISE: Allows the spell caster to adopt the outward appearance of any human or human-like creature. Note that no special abilities are gained by those upon whom this spell is cast; also the recipient's voice will not be disguised. Duration is one hour.
SAVE: Special; vs. Intelligence, but only if the disguised person is being carefully scrutinized.
SPELL TYPE: Variable. Each level of ability adds one hour to the spell's duration.

ELDRITCH FIRE: Allows the caster to hurl a bolt of magical flame which will do 1-4 points of damage to any creature it strikes, and have a 50% chance of igniting any combustible materials worn or carried by the target of the spell. Only a Dispell Magic will suffice to extinguish any materials ignited by this spell. Range is a maximum 10".
SAVE: vs. Dexterity (for ½ damage)
SPELL TYPE: Variable. Each level of ability adds + 1-4 points of damage to the magical bolt.

FOG: With this spell the caster can create a dense mass of fog (100 ft. x 100 ft.) which will move at his or her command (speed: 10"). Visibility inside this wall of fog will be extremely limited (10 ft. max.) and any creature caught inside it will have to save vs. Dexterity if attempting to move at anything greater than ½ speed or risk stumbling, running into unseen obstacles, etc. Range of control for this magical fog is a maximum 1000 ft. Duration is 10 minutes.
SAVE: None, unless intended victims can outrun or avoid the magical fog.
SPELL TYPE: Variable. Each level of ability allows the caster to enlarge the fog by another 100 x 100 ft., or add 10 more minutes to the spell's duration.

HEALING: Allows the caster to heal 1-6 points of damage to any single creature. The recipient of the spell must be touched in order for the spell to be effective.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds +1 point of healing to the spell.

FORETELL: Allows the caster to divine whether or not a particular route or course of action presents any danger to himself, any single individual or any group. A distinction can be made as to whether the danger (if it exists) is minimal, fairly hazardous, or perilous.
SAVE: None
SPELL TYPE: Non-variable.

HEX: Allows the caster to "curse" any single creature or being, causing the victims to make all saves at a penalty of -1 on the die. The intended victim's true name must be known in order for the HEX to be effective, or the caster must have in his or her possession a hair, nail-clipping, etc. from the intended victim.

SAVE: None
SPELL TYPE: Non-variable.

NIGHT VISION: Allows the caster (or any single recipient) to see clearly, even in pitch blackness. Duration is one hour and range is 100 ft.
SAVE: None
SPELL TYPE: Variable. Each level of ability extends the spell duration by 10 minutes.

OBJECT READING: Allows the caster to learn certain information about any unknown object. The object or device must be held in the caster's hands (or otherwise be in contact with the caster) while he or she casts the spell. For each full minute the caster spends in "reading" the object, an unknown bit of information will be revealed. Such information will always be revealed in the following sequence:

1) The meaning of any writings or inscriptions.

2) The approximate age of the object or device.
3) The powers (if any) or uses of the object or device (listed at the rate of one per minute).

Note that there is always a 10% chance that information revealed by the use of this spell will be inaccurate or slightly "distorted" in some way, and that curses and/or traps which have been placed upon or within the article in question will almost always be "activated" by the caster as he or she attempts to "read" the object or device. This spell can also be used to read unknown writings of any sort.
SAVE: None
SPELL TYPE: Non-variable.

SUMMON FAMILIAR: This spell enables the caster to summon a familiar spirit into his or her service (see FAMILIARS for details).
SAVE: None
SPELL TYPE: Non-variable.

WITCH'S SPELLS- LEVEL TWO

BLENDING: Allows the caster to become totally invisible in any forest or wooded area by magically blending into the surroundings. The caster must remain stationary in order for the spell to work at full effectiveness, for there is a 50% chance that the spell will cease to function if the caster attempts any movement. Duration is indefinite, or until dispelled.
SAVE: None
SPELL TYPE: Non-variable.

CIRCLE OF LIGHT/DARKNESS: Allows the caster to create a 15 ft. radius circle of radiant light or impenetrable darkness. Range is 100 ft., and duration is 10 minutes.
SAVE: None, however, that creatures may leave the affected area if capable of movement.
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell duration.

EYES OF THE HAWK: This spell allows the caster to see clearly up to a distance of one mile. Even the most minute details will be noticeable to the caster while this spell is in effect. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Variable. Each level of ability allows the caster to increase the spell duration by an additional 10 minutes.

FROST: This spell can be used to affect an area of up to 1000 sq. ft., covering it with a slippery coating of ice crystals. Any who enter this area must save vs. Dexterity (each rd.) or slip and fall. This spell can also be used to "freeze" any single individual, making such victims incapable of movement or speech. The spell duration is 10 minutes.
SAVE: vs. Dexterity (in either case). Those who make their save vs. an attempt to "freeze" suffer no damage.
SPELL TYPE: Non-variable.

LEVITATE: Any object or creature touched by the spell-caster can be made to hover or rise upwards (up to 100 ft.). The spell-caster may use this spell on himself if he so desires, but no more than 300 lbs. of weight may be levitated. Duration is 10 minutes, or until the caster wills the spell to cease.
SAVE: vs. Will (if recipient is unwilling)
SPELL TYPE: Variable. Each level of ability expended adds 10 ft. of altitude and/or 10 minutes to spell duration.

PLANT CONTROL: Allows the caster to do any of the following:

1) Cause an area of up to 100 sq. ft. of normal vegetation of any kind to become over-grown and dense enough to act as a barrier (in the case of trees and shrubs) or an impediment (in the case of weeds and grasses) which will cause creatures who try to pass through the affected area to have to cut or burn their way through. The affected area can be made to resemble a wall, circle, square or any type of enclosure. Shrub/tree barriers will take 10-60 minutes to penetrate, while weeds/grasses will take 1-20 minutes to cut through (½ that to burn through).

2) Cause up to 100 sq. ft. of tangled or overgrown vegetation to "part" creating a clear path or area.

3) Cause up to 100 sq. ft. of normal vegetation to assume any desired shape or form. Trees can be made into serviceable huts, vines into "rope bridges" or ladders, shrubs into manlike forms, etc. (note that no movement or animation is bestowed to plants by this spell).

4) Cause up to 100 sq. ft. of normal vegetation to entangle and hold fast any creatures caught in the affected area. Victims whose strength is less than 15 will be unable to escape such entangled areas, and it will take 10 minutes (-1 minute per each point of strength above 15) for all others to escape.

SAVE: None
SPELL TYPE: Non-variable.

READ TRACKS: Allows the caster to be able to determine the age and type (and the number of creatures in the party) of any tracks. At least one full minute must be spent examining the tracks.
SAVE: None
SPELL TYPE: Non-variable.

SPEAK WITH ANIMALS: Allows the caster to communicate with any single type of animal. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds +10 minutes to the spell duration.

TRAIL ERASURE: Allows the caster to erase all traces of tracks or prints (in a 10' wide path) for a distance of up to 100 ft.
SAVE: None
SPELL TYPE: Variable. Each level of ability allows the caster to erase another 100 ft. x 10 ft. of tracks or prints.

WARPWOOD: Up to 1 cu. ft. of wood can be made warp and become gnarled and twisted. (This would be equivalent to a small chest, 20 arrows, etc. Note that most wooden doors require at least 1/3 of their surface area to be warped before they will open).
SAVE: None
SPELL TYPE: Variable. Each level of ability will allow another 2 sq. ft. of wood to be affected.

WATER BREATHING: Allows the caster or any other individual to breathe normally under water for up to one hour.
SAVE: None
SPELL TYPE: Variable. Each level of ability will allow the caster to add one hour to the spell duration or affect one additional creature.

YOUTH: Allows the caster to make any single being or creature appear to be as much as 10 years younger. Note that the benefits of this spell pertain only to physical appearance, unless the recipient is a witch or warlock (in which case the spell's effects are actual). Duration is one full year.
SAVE: None
SPELL TYPE: Non-variable.

WITCH'S SPELLS - LEVEL THREE

ANIMAL CONTROL: Allows the caster to control any animal which is within a 100 ft. radius of him or her. Controlled animals can be made to flee, turn on their former masters, or serve the caster by following simple commands. Duration of control is one hour, after which the controlled animals are 50% liable to become hostile towards the caster (if he or she is in the vicinity, they may seek revenge, as all animals detest being deprived of their free will). Familiars cannot be affected by this spell.
SAVE: vs. Will
SPELL TYPE: Variable. Each level of ability adds one hour to the spell's duration.

DISPELL MAGIC: Allows the caster to dispell another caster's magic, as per your game system.
SAVE: None
SPELL TYPE: Variable. Each level of ability increases the effectiveness of this spell.

EMOTIONAL INFLUENCE: This spell affects the voice of the caster and allows him or her to cause any creatures (within a 20 ft. radius of the caster) to feel one of the following emotional responses:

1) Sympathy: Affected creatures will be understanding, sympathetic and perhaps even helpful (50% chance) with regard to the caster or members of the caster's party.

2) Antipathy: Affected creatures will feel a strong dislike and possibly become hostile (50% chance) towards any creature or creatures that the caster designates.

3) Apathy: Affected creatures will become bored and disinterested with any creature or creatures that the caster designates.

Regardless of which "mode" the spell is cast in, this spell requires the caster to converse with the target creatures in a language which they can comprehend, and by doing so "convince" the creatures to react in the desired way. Because the spell has the effect of "charming" the caster's voice, target creatures will not realize that a spell is being cast upon them and all saves vs. this spell are always made at a penalty of -1 on the die. The spell duration is 10 minutes, or as long as the caster continues to speak.
SAVE: vs. Will (at -1)
SPELL TYPE: Non-variable.

ESP: Allows the caster to know thoughts of any creature within a radius of 20 ft. Note that creatures or being "think" in the same tongue as they speak, and as a result their thoughts may be unintelligible to the caster unless he or she first casts the Sixth

Level Spell "SPEAK IN TONGUES." Duration is 10 minutes.
SAVE: Special; creatures with an Intelligence score of 12 or better are allowed a save (vs. Intelligence), and those who make their save will realize that someone is trying to read their thoughts. While this knowledge will not stop the spell from working, it may put the caster in jeopardy (see the Fifth Level Spell "Psychic Assault").
SPELL TYPE: Non-variable.

LOCATE OBJECT: This spell will act as a "homing beacon," allowing the caster to know in which direction a lost or missing article can be found. The object in question must be known to the caster, or described by someone who has had first-hand knowledge of it. Duration is one hour.
SAVE: None
SPELL TYPE: Non-variable.

NEUTRALIZE POISON: Allows the caster to stop the course of poison in any single victim, be it ingested or systemic. The beneficiary of the spell must be touched.
SAVE: None
SPELL TYPE: Non-variable.

REMOVE CURSE: This spell can be used to remove any single curse or hex from a living victim or non-magical object. Like Dispell Magic, this spell increases in strength as the caster increases his or her level of ability.
SAVE: None
SPELL TYPE: Variable; as stated.

SHAPE CHANGE: Allows the caster to assume the form and natural abilities of any animal (ranging in size from as large as a horse to a tiny hummingbird). Duration is one hour, and any number of shape changes may be affected within this time limit. Note that the caster retains his or her normal hit points and mental faculties while in animal form, but spell-casting is not possible. This spell can not be used to shape-change others.
SAVE: None
SPELL TYPE: Variable. Each level of ability allows the caster to add one hour to the spell's duration.

SPEAK WITH PLANTS: Allows the caster to communicate with any form of plant life. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Variable. Each level of ability increases spell duration by 10 minutes.

WIND STORM: Allows the caster to create a powerful, tornado-like vortex which can be made to travel up to 10" in any desired direction. The vortex will be 10 ft. wide at its base and can be made to extend to 100 ft. in the air (area permitting). It can be used to extinguish any small to medium-size fire, dissipate magical mists, clouds or fogs, and will be of sufficient force to capsize small vessels such as canoes, lifeboats, etc. Any creatures in the path of a windstorm must save vs. Dexterity or be swept up in the vortex and thrown 10-40 feet in the air, taking the appropriate falling damage when they strike the ground. Those who make their save (and creatures who weigh in excess of 300 lbs.) will not be affected. However, flying creatures must save no matter what they weigh or suffer the same consequences as non-flyers. The duration of the windstorm is 10 minutes, and it may be made to travel at a maximum speed of 10" per minute.
SAVE: As stated above.
SPELL TYPE: Variable. Each level of ability will add one minute to the spell's duration, and increase the spell's range by another 10".

WITCH'S SPELLS - LEVEL FOUR

CIRCLE OF SILENCE: Allows the caster to create a 20 ft. radius circle which will effectively "absorb" all sound waves. Conversation or verbal spell-casting will be impossible within the affected area. Range is 100 ft., and duration is 10 minutes.
SAVE: None, so long as the victims remain within the circle. Note, however, that the circle is stationary and leaving the affected area is a sure way to escape its effects.
SPELL TYPE: Non-variable.

DWINDLE/ENLARGE: Allows the caster to "shrink" himself (or any creature or being) to as small as one inch in height. The reverse (enlarge) will cause any single creature or being to "grow" to a maximum of 2x his or her normal size. Duration is one hour (½ hour if the spell is cast upon an unliving object). The recipient must be touched in order for the spell to be effective.
SAVE: vs. Will (if recipient is unwilling)
SPELL TYPE: Variable. Each level of ability adds one hour to the spell's duration.

FLIGHT: Gives the caster the ability to fly for up to one hour. While this spell can be cast upon any living creature, creatures under the influence of this spell can never carry any more than their normal emcumbrance rating will allow (those who try to do so will cause the spell to cease to function and they will plummet to the ground). Flying speed for those under the influence of this spell is 2x their normal movement.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell's duration.

HASTE/SLOW: Allows the caster to double (or reduce by ½) the speed and number of physical attacks of any single creature or being. Duration is 10 minutes, and range is a maximum 100 ft.
SAVE: vs. Will (if recipient is unwilling)
SPELL TYPE: Non-variable.

INVISIBILITY: Allows the caster to make himself or any single creature invisible. Note that the spell requires a certain amount of concentration to remain in effect; should the beneficiary of the spell engage in combat or further spell-casting, he or she will cause the spell to cease to function and become visible at once. Falling asleep will also terminate the spell's effect, but otherwise the spell duration has no real time limit.
SAVE: None
SPELL TYPE: Non-variable.

MALEDICTION: This potent curse will allow the caster to cause any one of the following affects in any single individual:

1) Cause any single type of creature to react with great hostility when in the presence of the cursed individual.

2) Cause the cursed individual to become extremely awkward when faced with any type of danger (50% liable to drop hand-held items, such as weapons, magic items, etc.).

3) Cause the victim to have such terrifying nightmares that he or she will be unable to sleep or rest, with the result that the cursed individual will lose 1 point of Will per day until the Malediction is removed or the victim's Will score reaches zero and he or she dies (loses the will to live). Range in any case if 1000 ft.

SAVE: vs. Will, but at -1 for each article of the victim's personal property that the caster has in his other possession (up to a maximum of -4).
SPELL TYPE: Variable. Each level of ability makes the Malediction that much harder to remove.

PREMONITION: Allows the caster to receive a "Psychic Impression" of impending danger. Once cast, the spell will last for one hour, during which time the spell-caster will be forewarned if he or she is about to face any sort of danger, and feel a premonitory "tingle." No specific information will be known, and only one premonition can be received within the hour of the spell's duration.
SAVE: None
SPELL TYPE: Non-variable.

RING OF FIRE/ICE: Allows the caster to create a 20 ft. radius circle of fire or ice, that can be up to 10 ft. in height. Those trying to pass through a ring of fire will take 3-24 (3d8) points of damage and risk having any combustible items that they may be wearing/carrying catch fire (50% chance). Those trying to pass through a ring of ice will have to expend from 5-30 minutes (hacking at it with a sword, axe, etc.) to cut a hole through it, or spend a minimum of five minutes (and make three successive Dexterity saves) to climb over the wall. In either case the spell's range is 100 ft. and its duration is one hour.
SAVE: Only as stated above.
SPELL TYPE: Non-variable.

SPEAK IN TONGUES: Allows the caster or any other individual to speak and comprehend any single, unknown language. Duration is one hour.
SAVE: None
SPELL TYPE: Variable. Each level of ability will add one hour to the spell's duration or allow one other individual to receive the benefits of the spell.

THUNDERBOLT: Allows the caster to create a combination thunder/lightning bolt that can be hurled up to 100 ft. Any creatures within a 2" radius of the Thunderbolt's blast must save vs. Dexterity or take 4-40 points of electrical damage (save = ½ damage) and save vs. Constitution or be stunned by the defending thunderclap for one full minute.
SAVE: As stated above.
SPELL TYPE: Non-variable.

WITCH'S SPELLS - LEVEL FIVE

CURE DISEASE: Allows the caster to cure any single disease, in any one individual.
SAVE: None
SPELL TYPE: Non-variable.

DETECT INVISIBILITY: Allows the caster to see any and all invisible creatures, objects, etc. within a 20 ft. radius of him or her. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds another 10 minutes to the spell's duration.

ELEMENTAL SHIELD: This spell protects the caster from any and all natural elemental forces (heat, cold, lightning, winds and precipitation) and will reduce damage from all magical elemental attacks by ½ (¼ if the appropriate save is made). Duration is one

hour. This spell will only work for witches and warlocks.
SAVE: None.
SPELL TYPE: Variable. Each level of ability adds one to the spell's duration.

GUARDS AND LOCKS: Allows the caster to "enchant" any locking device type mechanisms (such as doors, chests, windows, etc.) with any of the following protections:

1) WIZARDLOCK: A protection against all types of lock-picks and (non-magical) skeleton keys. WIZARDLOCKed doors, chests, etc. can be "programmed" to open upon the utterance of a command word, which can be any word the caster chooses. This spell can also be used (in reverse) to open any single locking mechanism.

2) PHANTOM VOICE: Allows the caster to enchant any non-living object with the ability to "speak" any simple phrase (12 words maximum). Most commonly used as a "warning device" to frighten would be thieves and/or trespassers, this spell is often cast upon skeletons, statues, etc. Objects thus enchanted can be programmed to repeat the desired "warning" and infinititum, or until the object is broken. It is not possible for such items to cast spells. Duration is until dispelled.

SAVE: None
SPELL TYPE: Non-variable.

ICE STORM: Allows the caster to create a violent, driving ice storm that can be made to affect an area of up to 100 ft. x 100 ft. Any creatures within the area of effect of this spell will suffer 5-30 (5d6) points of damage, although those with shields can use them to "absorb" ½ of the damage (a save vs. Dexterity means the shield was used successfully). Flying creatures caught in such a storm will take similar damage and must save vs. Dexterity or become so laden with ice that they will plummet to the ground. A save vs. Dexterity in this case means that the airborne creature has managed to land safely without crashing and incurring falling damage. Note that the range of this spell is 100 ft., and that its area of effect is stationary, not movable. Duration is only one minute.
SAVE: Only as stated above.
SPELL TYPE: Non-variable.

MINOR ENCHANTMENT: Allows the caster to "enchant" any non-magical weapon, object, article of clothing, etc. with either +1 defensive abilities (including saves) or +1 offensive abilities (in the case of weapons). The minor enchantment will last for one hour, after which the object will return to its normal, non-magical state.
SAVE: None
SPELL TYPE: Variable; only in that the duration of the minor enchantment can be extended by one hour for each level of ability.

MISTS OF SLEEP: Allows the caster to create a 10 ft. x 10 ft. x 10 ft. cloud of blue mist which can be made to travel up to 100 ft. in any desired direction. Any creature subjected to this magical mist save vs. Constitution or fall into a magical sleep which will last for one hour or until dispelled (there is no other way to wake up those who have fallen victim of this enchantment). The mist itself will last for 10 minutes.
SAVE: vs. Constitution, however, if the spell is cast upon creatures who are already asleep, they are not allowed a save.
SPELL TYPE: Non-variable.

PSYCHIC ASSAULT: Allows the caster to launch a powerful mental energy attack which can take any one of the following forms:

1) FEAR: All victims within a 20 ft. radius of the caster must save vs. Will or flee in terror from the caster for 5-30 (5d6) minutes.

2) CONFUSION: All victims within a 20 ft. radius of the caster must save vs. Intelligence or become hopelessly confused for 5-30 (5d6) minutes. Creatures under the influence of this form of the spell will be completely indecisive and will not take part in melee, spell-casting or any other "planned" activities. Victims of this spell will defend themselves if attacked, but otherwise they will be unable to attack of their own free will until the effects of the spell wear off.

3) DOMINATION: Cast upon any single individual, the target creature or being must save vs. Will or obey the caster's every command for a period of 5-30 minutes. Affected creatures cannot be ordered to cause harm to themselves, but they must obey any other command.

4) PSYCHIC ENERGY DRAIN: This form of psychic assault is especially effective when used against one who is a spell caster. The target creature or being must save vs. will or lose 2-16 points of Intelligence. If this "draining" brings the victim's Intelligence to 3 or less, he or she will be severely reduced in mental capacity, and have the effective I.Q. of an imbecile until cured by a mystic or healer.

SAVE: As stated above. However, if an intended victim is engaged in psychic spell-casting (such as E.S.P., Sending, etc.) at the time the spell is cast against him or her, the victim is considered defenseless and is not allowed any chance to save.
SPELL TYPE: Non-variable.

ROCK TO MUD: Allows the caster to change up to 10" x 10" x 10" cubic area of rock into soft, oozing mud. Creatures or wagons caught in the area of effect will only be able to travel at ½ of their normal movement rate. The spell is reversible, and its duration is permanent (or until dispelled).
SAVE: None
SPELL TYPE: Non-variable.

SUMMON PLANTS: Allows the caster to magically summon 1-4 plants of any type. The summoned plants will arrive within 1-3 minutes and appear anywhere (within a 100 ft. radius of the caster) that the caster desires. If the plants are capable of movement (or have any sort of sentience) they will obey the caster. (See SUMMONED CREATURES).
SAVE: None
SPELL TYPE: Non-variable.

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WITCH'S SPELLS - LEVEL SIX

FIRESTORM: Allows the caster to create a 10 x 10 x 10 ft. area of roaring flame. Any creatures caught within the area of effect will take 5-50 (5d10) points of damage unless they save vs. Dexterity (for ½ damage). Anything made of paper, wood, cloth, or hide will be automatically incinerated (magic items are allowed a Save) and soft metals such as gold, silver and lead are 50% liable to be melted if exposed to the intense heat of a Firestorm spell. Range is 100', and the spell duration is one minute.
SAVE: As stated above.
SPELL TYPE: Variable. Only in that each level of ability will add 10 ft. to the spell caster's range.

PASS THROUGH STONE: Allows the caster to pass through up to 10 ft. of solid rock, 20 ft. of earth, or 30 ft. of sand. Only the caster may be the recipient of this spell's effects.
SAVE: None
SPELL TYPE: Variable. Each level of ability allows the caster to pass through 1 ft. more stone, 2 ft. more earth or 3 ft. more sand.

PLAGUE OF SPIDERS: Allows the caster to summon a teeming horde of arachnids that can be made to cover an area of up to 100 x 100 ft. Creatures caught within the mass of spiders will suffer 2-5 (d4+1) points of damage per minute. The spiders will be able to cross or surmount any terrain or obstacle with the exception of magical barriers, bodies of water or flames, and the spell caster can control the summoned creatures up to a distance of 1000 ft. The horde can be made to travel at a speed equivalent to ½ the average human movement. Duration of the plague is one hour.
SAVE: Special. If the spell has not been cast directly at the individual in question he or she may simply flee from the spiders. If, however, the spell is cast directly upon an individual (or group of individuals) the target creature(s) must save vs. Dexterity; a successful save means that the individual will be able to escape the horde after 1-4 minutes. Those who fail their save will take the corresponding damage until the horde passes by, is magically dispelled, or until some form of rescue can be devised.
SPELL TYPE: Non-variable.

PSYCHIC SHIELD: Allows the caster to create an invisible "shield" of psychic energy which will render him or her immune to the effects of any psychic spell (such as Aura Reading, Detect Lie, E.S.P., etc.) and will negate any version of the spell Psychic Assault. Note that while the duration of the Psychic Shield is 24 hours, the "Psychic Energy Drain" version of a Psychic Assault spell will have the effect of dispelling the shield.
SAVE: None
SPELL TYPE: Non-variable.

QUAGMIRE: Allows the caster to turn a 20 ft. radius area of any type of stone, earth, sand or mud into a 10 ft. deep pit of soft, sticky mire. Any creatures caught within the quagmire will become stuck and sink slowly downwards until they hit bottom. Creatures caught within the quagmire will have only 2-5 (d4+1) minutes in which to escape before it is too late, and the only way to escape the quicksand-like mire will be to make two consecutive strength saves (at a penalty of -2 on the die). Victims failing even one of their saves will asphixiate within 1-4 minutes after they have sunk below the surface of the quagmire. Note that creatures over 10 ft. tall will not be asphixiated, but will nevertheless be completely stuck if they fail to make the necessary saves. Range is 100 ft; duration is one hour.
SAVE: As stated above.
SPELL TYPE: Non-variable.

SENDING: Allows the caster to physically contact any single being or creature (that the caster knows personally) and send a message of up to ten words. No reply can be made, however, unless the individual being contacted is also capable of sending or has a scrying device or crystal ball. Range for this spell is unlimited, and Sending can even be done between different planes.
SAVE: None
SPELL TYPE: Variable. Each level of ability allows the caster to send up to 5 more words to the contacted individual.

SUMMON ANIMALS: Allows the caster to magically summon 1-4 animals of any type. The summoned animals will arrive within 1-3 minutes and appear anywhere (within a 100 ft. radius of the caster) that the caster desires. Summoned animals will obey the caster's commands no matter what they may be. (See SUMMONED CREATURES).
SAVE: None
SPELL TYPE: Non-variable.

SUSPENDED ANIMATION: Allows the caster to place himself or any single creature into a deep, trance-like state. Any beings in such a state will appear to be lifeless, and in fact will have their metabolic rates so drastically reduced that they will have no need for food or even oxygen for a period of up to seven days. The caster must decide before hand how long the spell is to last, for once an individual is in Suspended Animation, he or she cannot be awakened by any means until the spell wears off. Despite the lack of food, drink or oxygen, those awakening from a Suspended Animation spell will feel alert and refreshed. The spell has many practical applications, for individuals suffering from terminal ailments such as diseases, poison, or curses may be put into Suspended Animation until they can be given the appropriate aid. The spell is activated by touch.
SAVE: None, unless the recipient is unwilling (Save vs. Will in this case).
SPELL TYPE: Variable. Each level of ability allows the caster to add one more day to the spell's duration.

TELEPORTATION: Allows the caster to magically transport any single creature or object (up to approximately 300 lbs. of weight) to any place which the caster either knows or has at least examined fairly closely. The recipient of the spell must be touched by the caster.
SAVE: None, unless the recipient of the spell is unwilling, in which case he or she must avoid being touched by saving vs. Dexterity.
SPELL TYPE: Variable. Each level of ability allows the caster to teleport one more creature or object along with the initial recipient (under the same weight restrictions).

TRAPS: Allows the caster to enchant any non-living object or area (such as a pool, chest, hallway, statue, etc.) in such a manner that it will be able to "store" any single spell of up to Fifth Level. The "trapped" area can be programmed to release the stored spell as desired; i.e. when an intruder touches the object in question, enters a specific area, speaks a specific word or phrase, etc.
SAVE: As per the specific spell used for the trap.
SPELL TYPE: Variable. Each level of ability makes the trap correspondingly more difficult to dispell should another caster attempt to do so.

WITCH'S SPELLS - LEVEL SEVEN

CONTROL WEATHER: Allows the caster to create any of the following weather conditions over an area of up to 10 x 10 miles:

1) CLEAR - temperate (60 + 1-20°), clear skys

2) MONSOON - drenching rains, all movement slowed by 50%

3) BLIZZARD - a swirling snowstorm, visibility limited to 10-40 ft.

4) DROUGHT - 100 + 1-20° temperatures

Duration is one week, or until dispelled, and range is 1000 ft.
SAVE: None
SPELL TYPE: Variable. Each level of ability increases the spell's duration by one day.

THE GREAT CURSE: Allows the caster to cause any one of the following effects:

1) Raze and whither up to a 100" x 100" area of crops or any type of vegetation with a single gesture. The caster must have in his or her possession at least a piece of vegetation (stem, leaf, flower, etc.) from the area to be affected. Range is 1000 ft.

2) Cause any small to medium sized building to fall into ruin over the course of thirteen days. Walls and ceilings will be seen to slowly warp and buckle, until on the thirtenth day the building will collapse. The caster must have spent at least one hour in the building at some time (prior to the spell's actual casting). Range is 1000 ft.

3) Cause any single creature to die by simply gazing into its eyes and speaking a single word. If the intended victim makes a successful save vs. Will, he or she will still die within seven hours (of a strange, burning fever), unless the curse is removed. Range in this case is sight-range.

SAVE: Only as stated above.
SPELL TYPE: Variable. Each level of ability makes The Great Curse correspondingly more difficult to remove.

MAJOR ENCHANTMENT: Allows the caster to permanently imbue any object, weapon or device with up to seven different spells of any level. Cost in materials for such enchantment will be as follows:

1) 2x the normal price for the item to be enchanted.

2) 1000 G.P. per each spell to be added, plus:

3) 1000 G.P. per level, per each spell.

The caster must devote one full day of spell-casting per each spell level to be "stored" in the object in question in order for the enchantment to become permanent. If the spell caster misses one day's enchantment for any reason, the process must be repeated from the beginning. The completed item may, if it is so desired, be "programmed" to work only upon the utterance of a specific command word. Regardless of the type of item being created, the caster will require one full day of rest per each two days spent in enchanting. Only one such item can be enchanted at a time.

A major enchantment can also be used to cast any single spell upon an object, area or creature and imbue the spell with a permanent dweomer. It will take at least one full hour of uninterrupted spell casting to give permanence to any spell, and the caster will be totally exhausted upon the completion of such a strenuous ritual and incapable of further spell casting for a minimum of 24 hours. Note that unwilling victims of a permanently-cast spell or curse are always allowed a save vs. Will to negate the effects of the spell. Only a wish or miracle can remove a permanent spell or curse.
SAVE: Only as stated above.
SPELL TYPE: Non-variable.

RESTORE LIFE: Allows the caster to bring to life any single creature or being. The beneficiary of this spell must first survive a save vs. Constitution in order for the spell to be effective. If the spell is effective, the creature will return to life with all hit points and mental faculties intact. Note, however, that this spell will not remove a curse or cure any disease, and that if either of these afflictions were the cause of the beneficiary's demise, he or she is liable to die (again) unless given the appropriate aid. Note also that, should the victim fail his or her save, a cleric, priest or mystic might still be able to raise the victim from the dead.
SAVE: As stated above.
SPELL TYPE: Non-variable.

SUMMON THE ELEMENTAL: Allows the caster to summon one True Elemental, of any given type. (See SUMMONED CREATURES for details).

TEMPEST: Allows the caster to create a raging storm of terrifying intensity which can be made to cover an area of up to 100" x 100". The power of the storm will be sufficient to scuttle any small to medium size river, lake or ocean going vessels, demolish all small to medium-sized wooden structures (such as barns, huts, small bridges, etc.) and extinguish any uncovered fires in the area of effect (even magical fires). Creatures within the area of effect of the Tempest will be unable to move at greater than ½ speed, and visibility within this area will be no more than 10-40 ft. Furthermore, flying will be impossible, domesticated animals (such as horses, cattle and dogs) will have a 50% chance of panicking and fleeing/stampeding, and all creatures will take 1-6 points of damage from flying dust, dirt and debris per minute, unless they successfully seek shelter (in a stone building or underground). Duration of the spell is 10 minutes, and its range is 1000 ft.
SAVE: None
SPELL TYPE: Non-variable.

TRANSFORMATION: Allows the caster to assume the size, shape, appearance and abilities of any single creature (with the exception of any demon, deity, guardian or specific individual). Duration of the spell is one hour.
SAVE: None, but unwilling victims are allowed a save vs. Constitution to avoid the spell's effects.
SPELL TYPE: Non-variable.

WITCHWIND: Allows the caster to create a magically animated wind which can be made to do any one of the following:

1) Carry any message (maximum of 7 words) up to a distance of 100 miles. The message can be made so that it will be heard (as a whisper) by all creatures, or any single type, race or nationality of individuals within a one mile wide area of the wind's path.

2) Propel any single sailing craft (of any size) up to a maximum speed of 100 miles per day in any desired direction.

3) Extinguish all non-magical fires, torches, lamps, etc. within a 100 ft. radius of the caster. Fires extinguished in this manner will be impossible to rekindle for up to 24 hours.

Duration in any case is a maximum 24 hours.
SAVE: None
SPELL TYPE: Non-variable.

Mystic

Though similar to clerics, priests and shamens in some respects, mystics are a highly specialized and restricted class of spell casters. Unlike most of their religious brethren, mystics are bound by a strict oath which prohibits them from using physical force against any living creature. Because of this vow, a mystic will never use any weapon other than a staff, and this may only be used to parry blows (use parrying % or "to hit" figure, depending on your game system) in self defense. Should a mystic be faced with a situation where he or she has no other alternative but to use physical force to protect another life, the mystic may use a staff to stun or subdue an opponent. Mystics who engage in such physical violence must spend one day meditating and doing penance, during which time they can perform no other activity. Should a mystic accidently kill a living creature by the use of physical force, he or she will lose all spell casting abilities for a minimum of one month. If the killing was truly accidental, the mystic's patron deity (alias the game judge) may require the mystic to go on a pilgrimage or quest instead of enforcing the one month penalty. If a mystic deliberately kills a living creature by physical force, he or she will be permanently stripped of all powers and abilities related to the mystic class. Note that the mystic's oath of nonviolence pertains to living creatures only; undead creatures, demons, and the like may be physically attacked if the mystic so desires. Furthermore, this oath does not restrict spell use in any way, for such spells are the gift of the mystic's patron deity, and may be used in any just cause.

When a mystic has gained a sufficient amount of experience to be able to cast spells of the fifth level of difficulty, he or she may begin to attract a small group of followers. They will typically be young mystics or fighters who admire the experienced mystic and wish to offer aid and protection. Such followers will usually be of the same or similar alignment as the mystic and will require nothing in return for their service except the opportunity to serve faithfully and learn from the wise one.

At this point, a mystic may elect to build a shrine, so long as its location is at least 20 miles from the nearest city, town or village. A shrine will attract 10-100 visiting pilgrims each year, each of whom will donate 1-10 silver pieces to the holy man (or holy woman) in return for a simple blessing. Villagers and towns people may also visit this shrine, seeking advice, healing, or even an exorcism (Game Judge's option). Unlike priests or clerics, mystics may not build temples with the express purpose of attracting large congregations of worshippers.

Like most men and women of the cloth, treasure and material wealth mean little to mystics, and they will keep only what they need for food and shelter, donating the rest to such worthy causes as are available. Since mystics do not have large churches or temples to support, they will often donate excess monies to impoverished peasants, orphanages and others who have great need. It is for this reason that, generally speaking, mystics are much more popular with the peasantry and common folk than many priests and clerics. Mystics who choose not to reside in a given area for any great length of time must always be ready to go where there is the greatest need. Pilgrimages, quests and adventures are greatly to the liking of such mystics for these travels give them the opportunity both to "spread the word" and engage in useful and helpful activity.

Once the mystic has gained the ability to cast spells of the seventh level of difficulty, he or she will be rewarded by the mystic's patron deity, and assigned his or her own personal "guardian" (see SUMMONED CREATURES). This guardian can only be summoned by the mystic it is assigned to protect, and will guard its charge unto the death. If a guardian is "killed" defending its summoner, it will return to its deity and explain under what conditions it met its "demise." So long as the mystic whom it was charged to protect did not cause the guardian's "death" through some unnecessary or foolish ploy, the guardian will be returned to its charge. Should this not be the case, then the mystic's deity will cease to allow the mystic to have any guardian for a period of not less than one year, unless the mystic performs a great service or sacrifice as an act of penance.

Mystics are able to read all glyphs, runes and symbols, and most magical scripts (save vs. Intelligence if a particularly ancient or obscure script is encountered). Mystics of the seventh level of ability and up are capable of inscribing magical scrolls.

MYSTIC - LEVEL ONE

BLESSING: Bestows +1 saves (and +1 defensive and offensive capabilities) to any single creature or being touched by the caster. Will temporarily neutralize the effects of a Hex. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Non-variable.

CHARISMA: Allows the caster to increase the charisma of any single individual by 1-4 points. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell duration.

CIRCLE OF LIGHT/DARKNESS: As per the second level witch's spell.

DETECT MAGIC: As per the first level witch's spell.

HEALING: Allows the caster to heal 1-8 points of damage for any creature upon whom the spell is cast. The recipient must be touched in order for the spell to be effective.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds +1 point of healing to the spell.

MYSTIC BOLT: When this spell is cast, a bolt of astral light will fly from the caster's hand, doing 1-4 points of damage (double damage vs. undead and demons) to any creature it strikes. Range is 10 ft. per level of the caster.
SAVE: .. Dexterity (½ damage)
SPELL TYPE: Variable. Each level of ability adds +1-4 points of damage to the Mystic Bolt.

OBJECT READING: As per the first level witch's spell.

OMEN: Allows the caster to predict whether the actions of his or her party (or any individual) will be beneficial or detrimental to the party/individual in question. A single "yes or no" question may be asked, after which the mystic's patron deity will respond by producing an Omen of favorable or unfavorable portent. Favorable omens might be the appearance of a dove, sparrow, butterfly or fish; unfavorable omens could be the appearance of a crow, buzzard, bat, snake, etc. (The Game Judge may elect to choose an omen which might be less simple to interpret).
SAVE: None
SPELL TYPE: Non-variable.

PURIFY FOOD AND DRINK: Allows the caster to purify the equivalent of one day's rations of any type of food or drink, effectively neutralizing the effects of spoilage, impurities and even mild poisons. Note, however that this spell is also 20% likely to neutralize the magical effects of elixirs and potions of it is cast upon them.
SAVE: None
SPELL TYPE: Non-variable.

REMOVE CURSE: As per the third level witch's spell.

MYSTIC - LEVEL TWO

AURA READING: Allows the caster to know the alignment of any single creature or being by reading the color of the creature's aura; black = evil; bright white = good; blue = neutral.
SAVE: None
SPELL TYPE: Non-variable.

CURE DISEASE: Allows the caster to cure any single disease in any one individual.
SAVE: None
SPELL TYPE: Non-variable.

CURE PARALYSIS: Allows the caster to cure any single victim of paralysis. The recipient must be touched in order for the spell to be effective.
SAVE: None
SPELL TYPE: Non-variable.

DETECT GOOD/EVIL: Allows the caster to detect the presence of (either) good or evil creatures. Range is 100 ft. radius circle around the caster, and creatures of either good or evil alignment do not have to be seen to be detected. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell duration.

FREE WILL: This spell allows the caster to dispell any form of magical control (i.e., charm, hypnosis, domination, etc.) from any single victim of such a spell.
SAVE: None
SPELL TYPE: Non-variable.

NEUTRALIZE POISON: As per the third level witch's spell.

LOCATE OBJECT: As per the third level witch's spell.

PERCEPTION: Allows the caster to increase the perception and senses of any single individual to such an extent that the recipient's chances of hearing noises, locating traps (or secret doors), identifying unusual odors, etc. will be doubled. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell duration.

WILL: Allows the caster to increase the Will (or wisdom) of any single individual by 1-4 points. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell duration.

MYSTIC - LEVEL THREE

CREATE FOOD AND DRINK: Allows the caster to create the equivalent of one day's rations worth of nutritious food and drink.
SAVE: None
SPELL TYPE: Variable. Each level of ability allows the caster to create a day's substance for one additional creature.

CURE INSANITY: Allows the caster to restore full mental health to any single individual. Any type of mental illness or infirmity can be remedied, tough deep-rooted character flaws such as phobias can only be removed by a roll of 20 (on a d20; one attempt per level is possible). This spell will also repair any ill effects acquired as a result of any psychic attack.
SAVE: None
SPELL TYPE: Non-variable.

DETECT LIE: Allows the caster to know if any single individual is lying by merely listening to him (or her) speak. Note that the caster must be able to comprehend the language being spoken in order for the spell to be effective. Duration is 10 minutes, and the creature must be "within earshot."
SAVE: None
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell duration.

DEXTERITY: Allows the caster to temporarily increase the dexterity of any individual by 1-4 points. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell duration.

DISPELL MAGIC: As per the third level witch's spell.

PREMONITION: As per the third level witch's spell.

SAFEKEEP: This spell allows the caster to place a minor ward upon any single object or device in his (or her) possession. An item so protected can never be stolen or taken from its owner unless the owner desires it to be so. Unless the Safekeep is first dispelled, the protected item cannot even be touched by any but its owner; any who try to do so will take 1-4 points of electrical damage (no save) each time the item is touched. An individual may only have one item protected by a Safekeep spell (on his or her person) at a time. The Safekeep lasts until dispelled.
SAVE: None
SPELL TYPE: Non-variable.

SENSORY RESTORATION: Allows the caster to restore any one of the five senses (sight, hearing, smell, taste, touch) to any single individual. The reverse of this spell, Sensory Deprivation, allows the caster to remove any one of the five senses in any single individual. Duration in either case is permanent or until cured or dispelled. The subject must be touched in either case.
SAVE: VS Constitution, in the latter case.
SPELL TYPE: Non-variable.

SPEAK IN TONGUES: As per the third level witch's spell.

STRENGTH: Allows the caster to temporarily increase the strength of any single individual by 1-4 points. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell duration.

MYSTIC - LEVEL FOUR

DREAMS: Allows the caster to bestow a dream of some divinatory significance upon himself or any single individual. The beneficiary of this spell will, upon going to sleep, receive a dream in which something about his or her future will be revealed. Such information may be favorable or not, but it will most certainly come to pass sometime in the beneficiary's future.
SAVE: None
SPELL TYPE: Non-variable.

EMOTIONAL INFLUENCE: As per the third level witch's spell.

EXORCISM I: Allows the caster to exorcise any single spirit from the possessed body of any victim. The spirit in question is allowed a save vs. Will to negate the exorcism and remain in the body or the victim will be forced to either attempt the spell a second time or resort to other methods. (see POSSESSION).
SAVE: Only as stated above.
SPELL TYPE: Non-variable.

LEVITATE: As per the second level witch's spell.

MYSTIC CIRCLE: Allows the caster to inscribe a circle (of up to a 7 ft. radius) upon any solid surface. Any type of staff can be used to inscribe the circle, for unlike standard circles of protection the Mystic Circle requires no chalks, and no dexterity save is needed to determine if the circle has been correctly drawn. A Mystic Circle takes 10 minutes to inscribe, and can be made to keep out any one of the following types of creatures:

1) Demons or devils of all sorts. Note that an arch-demon can attempt to dispell a Mystic Circle.

2) Undead of all types.

3) Summoned creatures of any type, except guardians of servants of the mystic's patron Deity.

The Mystic Circle will last for as long as the spell caster maintains concentration. The caster must specify the type of creature which the circle will protect against prior to its inscription.
SAVE: None
SPELL TYPE: Non-variable.

OATH: Allows the caster to ensure that any individual who gives his or her word (to the caster) on any matter will keep their promise. Any individual who breaks his word after an Oath spell has been cast upon him will fall senseless to the ground and die within seven days. Note that an Oath spell can only be cast upon a willing subject, and its duration is permanent unless otherwise stated by the caster or the sworn individual prior to the spell casting.
SAVE: None
SPELL TYPE: Non-variable.

PSYCHIC SHIELD: As per the sixth level witch's spell.

SPIRIT CONTACT: Allows the caster to communicate with the spirit (soul) of any single, deceased individual. Up to three questions may be asked, with the results being determined by the following criteria:

1) Deceased was a personal friend to the caster: 100% likely to answer.

2) Deceased unknown to the caster, but of same alignment: 75% likely to answer.

3) Deceased unknown to caster, and of different, but not opposing alignment: 50% likely to answer.

4) Deceased unknown to caster and of opposing alignment: 25% likely to answer*

5) Deceased was an enemy of caster: 75% likely to answer, but 90% liable to lie or mislead the caster.*

*Note that spirit contact with individuals of opposing alignment runs the risk of the caster becoming "possessed" by the hostile spirit. If the % chance to answer is not made in such cases, the hostile spirit will always try to possess the body of the offending caster. If the caster is not protected by a Spiritual Shield (or some holy or magical item) he or she must save vs. Will or be possessed (see POSSESSION).
SAVE: Only as stated above.
SPELL TYPE: Non-variable.

WARDING: Allows the caster to protect himself, or any single individual from any one of the following:

1) Any single, specific weapon type, such as daggers, long swords, light crossbows, etc. can be made to be ineffective vs. the spell's beneficiary.

2) Any single elemental force such as fires, ice, wind, lightning, etc.

3) Any single, specific spell of any type. If the spell in question can be cast in more than one mode (such as Psychic Assault) the ward can only be made effective vs. one specific spell mode.

Duration in any case is one hour, and the beneficiary of this spell must be touched in order for the ward to be effective.
SAVE: None
SPELL TYPE: Non-variable.

WATERWALK: Allows the caster to walk upon the surface of any body of water, up to a distance of 100".
SAVE: None.
SPELL TYPE: Variable. Each level of ability allows the caster to travel up to an additional 10".

MYSTIC - LEVEL FIVE

EXORCISM II: Allows the caster to banish any single spirit or demonic presence from any dwelling or domicile which it is inhabiting. Essentially used to rid "haunted" areas of their unwanted inhabitants, this spell will also force any individual who is possessed by a spirit or demon to leave the affected place immediately (no save in this case). Spirit or demonic presences are allowed a save vs. Will to avoid being exorcized from the affected area.
SAVE: vs. Will
SPELL TYPE: Non-variable.

MINOR MIRACLE: This spell allows the caster to draw upon the powers of his or her Deity and perform one of the following actions:

1) Completely heal the ills and ailments of any single living creature or being. Lost hit points will be regained, and any physical or mental disease (or condition) will be cured, as will blindness, deafness, etc.

2) Create a cube or sphere of astral light (up to 10" x 10" x 10") which will be impervious to any natural storm or inclement weather condition. Temperature inside this area will be a dry, comfortable 70°F no matter what the prevailing weather is around it. The sheltered area will last until dispelled by the caster or someone else.

3) Forestall the occurence of any relatively minor mishap such as a melee-related "fumble," the breaking of a rope at a crucial moment, the unfortunate or accidental breakage of a weapon, piece of armor or delicate object or item, etc. So long as the mishap is due to accidental causes, this spell will allow the caster to "undo the damage," so that for all intents and purposes the mishap will never have actually occurred.

SAVE: None
SPELL TYPE: Non-variable.

MYSTIC FLAME: Allows the caster to create a brilliant globe of pure white flame (approximately 7 inches in diameter) which can be used for any one of the following purposes:

1) Placed in a temple brazier, the Mystic Flame will burn forever (without the need for fuel), bestowing +2 saves to all followers of the mystic's patron Deity so long as they are within a 100 ft. radius of the incandescence. Once a Mystic Flame has been so enshrined, there is no power which can extinguish it save the mystic who created it or his or her patron Deity.

2) Held in the hands of its caster, the Mystic Flame will provide ample light to illuminate a 20 ft. radius area, and bestow +1 saves to the caster and any of his or her companions (so long as they remain within the illuminated area). The flame will cause no harm to the caster, and will remain so long as the caster does not engage in any spell casting, melee, or any action which requires the use of the hands.

3) Placed at the tip of any staff held by its caster, the Mystic Flame can be used as an effective deterrent against any and all types of undead, evil familiars, and even lesser demons. While the Mystic Flame cannot be used as an offensive weapon, the afore-mentioned creatures will be unable to bear the sight of its piercing luminescence, with the result that such creatures will always seek to maintain 10 ft. away from the fiery staff. Note that in this case the Mystic Flame does not afford this protection to any save the caster, and it will last only so long as the caster maintains complete concentration.

SAVE: None
SPELL TYPE: Non-variable.

SAFE PASSAGE: Allows the caster to create a rose-hued path, 1 ft. wide by up to 100 ft. long, which will offer protection from any magical or natural dangers to those who traverse it. As the trail is somewhat faint and difficult to see, all those who travel upon it (with the exception of the caster) must save vs. Intelligence or "stray from the path." Those individuals failing their save and straying from the protected path will not be able to re-enter it by any means. Furthermore, spell casting or fighting is impossible while traveling along a Safe Passage, and should any individual on the path attempt such an action, the spell will cease to function. While the spell offers complete protection to those who walk along it, movement at greater than walking speed is not possible, nor is it possible to stop for any reason once travel has begun. The path can only be created upon a solid surface.
SAVE: As stated above.
SPELL TYPE: Variable. Each level of ability allows the caster to add up to 10' to the length of the Safe Passage.

RUNES: Allows the caster to inscribe any single object, device or weapon with one type of Rune (see INSCRIPTIONS).
SAVE: None
SPELL TYPE: Non-variable.

TRUE SIGHT: Allows the caster to see through any illusion, disguise or magical transformation. Secret doors, traps and invisible creatures or objects will also become visible to the caster. Duration is 10 minutes, range is sight range.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell duration.

WINGS OF HEAVEN: Allows the caster to cause a pair of brilliant, white wings to be formed and magically affixed to his or her upper back, thus enabling the caster to fly as swiftly as a guardian (see SUMMONED CREATURES) for up to one hour. The caster may engage in combat or further spell casting while in this winged form, but will still only be able to carry up to his or her normal encumbrance worth of additional weight.
SAVE: None
SPELL TYPE: Variable. Each level of ability will add up to one more hour to the spell duration.

WORD OF COMMAND: Allows the caster to speak a single word (such as "cease," "surrender," "flee," etc.); all target creatures within hearing range must save vs. WILL or instantly obey. The spell's effect in any case will have a duration of one hour.
SAVE: vs. Will
SPELL TYPE: Non-variable.

TRUTH: This powerful spell allows the caster to receive a truthful answer to any single question asked of any individual, creature or being. The creature being interrogated will have no choice but to respond with absolute honesty to the question being posed, unless it can make a special save vs. Will, at a penalty of -1 per each level of ability of the caster. Note that the caster and creature being questioned must be able to comprehend each other in order for this spell to be effective.
SAVE: As stated.
SPELL TYPE: Variable; only as stated.

VISIONS: Allows the caster to receive a "mental picture" of some event that will take place in the near (24 hours) future. The caster may see the location of some desired item, some type of eminent danger, or even the death of some member of his party (or himself). In any case the vision will be somewhat vague and "hazy," but what is seen will always come to pass.
SAVE: None
SPELL TYPE: Non-variable.

MYSTIC - LEVEL SIX

ENLIGHTMENT: Allows the caster to receive specific information from his or her Deity concerning any one of the following "subjects":

1) Objects or Devices: All information which could be learned from a Read Objects spell will be known, plus information concerning the object or device's past history: i.e its past owners (if any), its maker(s), where it was made, etc. Note that while such historical information will always be accurate, it will not always be entirely specific, and relatively "unimportant" objects or devices may yield little useful information.

2) Unknown Plant or Mineral Types: General information such as the possible usages of an unknown plant or mineral, or the relative strength, abilities and attributes of an unknown creature-type will be known to the caster.

3) Buildings, Structures, Statues, etc.: General information concerning the structure's maker(s), use(s), and origins will be known to the caster, as will any legends or powers of the structure.

SAVE: None
SPELL TYPE: Non-variable.

HOLY WORD: Allows the caster, upon the utterance of a single word, to cause one of the following effects:

1) Dispell any single control-type spell (such as Slow/Haste, Charm, Hypnosis, Emotional Influence, etc.) for any individual(s) within hearing distance of the caster. There is no practical limit to the number of spell recipients, so long as the mystic's voice may be heard by them.

2) Cause any undead creatures within hearing range to recoil from the caster (and those near him or her). Undead affected by a Holy Word will slowly back away from the caster (from 10-40 ft.) and will maintain this distance from 2-5 (d4+1) minutes before they will dare approach again.

SAVE: None
SPELL TYPE: Non-variable.

PART WATER: Allows the caster to create a path 10 ft. wide and up to 100 ft. long through any body of water. Along the length and width of the path the footing will be safe and relatively dry. The depth of the body of water in any case cannot exceed 10 ft. x the

level of the caster or the spell will not be effective. The magical path will remain only so long as the caster maintains complete concentration.
SAVE: None
SPELL TYPE: Variable. Each additional point expended allows the caster to extend the length of the path by up to 100 ft.

RETURN TO SANCTUM. Allows the caster to instantly return to his or her personal quarters, temple, sanctuary, etc. by merely speaking a single word. The caster may bring one additional person (or anything weighing up to 300 lbs.) with him or her per level of ability. Range is no factor, as this spell will return the caster from any place, dimension or plane of existence.
SAVE: None
SPELL TYPE: Variable, as stated.

SOUL SEARCH: Allows the caster to divine the location of any single individual by mystically "tracking" the emanations of that creature's energy, or soul. Distance is of no consequence to the caster of this spell, and even creatures on other planes of existence can be located. Only a Spiritual Shield (Mystic Spell, Level Six) will negate the effectiveness of this spell. Duration is 24 hours, during which time the Caster will possess an infallible "homing beacon" tuned to the target individual's soul energy.
SAVE: None
SPELL TYPE: Non-variable.

SPIRITUAL SHIELD: Allows the caster to create a "shield" of mystic energy which will have the following benefits:

1) Confer total immunity to any and all forms of possession.

2) Provide all the benefits of a Psychic Shield spell.

3) Make the beneficiary of the spell immune to all forms of mystical or magical detection, including the spell Soul Search.

The duration of the spell is 24 hours if the mystic casts it upon himself or herself, but only one hour is cast upon any other individual.
SAVE: None, unless the spell is cast upon an unwilling recipient in which case the target creature is allowed a save vs. Will.
SPELL TYPE: Non-variable.

SYMBOL OF POWER: Allows the caster to inscribe any one of the various symbols of magical power (see INSCRIPTIONS).
SAVE: As per the symbol used.
SPELL TYPE: Non-variable.

TRANSCEND PAIN: This spell allows the caster to enter a trance-like state which will afford him or her complete an absolute immunity to pain or harm. Because of the total concentration required to maintain the trance, the caster will be unable to speak, cast spells, or perform any complicated series of actions while under the influence of this spell, and in fact can only accomplish a single, simple task (such as walking through a hail of arrows, grasping a red-hot object and pulling it from a fire, walking across a spiked section of hallway, etc.). The exact nature of the task must be stated (to the Game Judge) prior to this spell being cast, after which the mystic must perform that specific task and no other. Duration is one minute per level of ability, and it should be noted that while this spell affords immunity to the caster, it bestows no such protection to any items, possessions or garments which may be on the spell caster's person.
SAVE: None
SPELL TYPE: Variable, as stated.

MYSTIC - LEVEL SEVEN

ASTRAL TRAVEL: Allows the caster and any who join hands with him or her to leave their physical bodies behind them and travel into the astral plane. There is no limit to the time which such individuals may remain in the astral plane in their ethereal forms.
SAVE: None
SPELL TYPE: Non-variable.

AWE: When this spell is cast, the mystic's body will appear to take on an unearthly brilliance, and radiate an intense aura of spiritual force. Enemies or potential antagonists who view the caster while he or she is in this state must save vs. Will or shrink back in awe of the mystic's spiritual power. Even those who make their saving throw will hesitate (for one full minute) at the sight of the mystic's true spiritual self, and only truly evil, viscious or desperate creatures will dare attack the caster after seeing him (or her) in this form. Those who fail their save will not interfere with the Mystic (and his or her companions, if any) in any way, so long as they themselves are not attacked or harassed. The effective range of this spell is 100 ft.
SAVE: vs. Will, as stated.
SPELL TYPE: Non-variable.

BANISH: This spell allows the caster to forcibly return any single summoned creature to its home plane by speaking a single word. The creature to be banished is allowed a save vs. Will unless it is of lesser level, hit dice, or power than the caster, in which case it is not allowed a save.
SAVE: Only as stated above.
SPELL TYPE: Non-variable.

EXORCISM III: Allows the caster to banish any single demonic presence from any "possessed" creature or being. The demon possessing the creature or being is allowed a save vs. Will to avoid being exorcized.
SAVE: vs. Will
SPELL TYPE: Non-variable.

MIRACLE: This powerful incantation allows the caster to draw upon the powers of his or her Deity and perform one of the following actions:

1) Return to life any single creature or being, regardless of how long it has been deceased. The condition of the body is of no consequence, for the spell will even work upon skeletal remains. Creatures returned to life in this manner will be as healthy as they were before their demise, but will be somewhat dazed and disoriented for 10-60 minutes after being resurrected.

2) Restore to perfect health any creature or being who has lost a limb, eye, or its mental faculties. Victims of life or energy draining attacks can also be restored to health in this manner.

3) Create a cube, sphere or wall of spiritual force (up to 10" x 10" x 10") which will be impervious to any attack form, magical or otherwise. This barrier can only be used for protective purposes. Requires the complete concentration of the caster, and can only be maintained for a maximum of 10 minutes.

4) Forestall the occurrence of, or call to a halt any natural disaster such as flood, avalanche, storm, plague, volcanic activity, etc. or instantly dispell any spell which simulates such forces. The disaster can be "held at bay" for a maximum of one hour per level of ability of the caster.

5) Completely "de-magic" any single object or area (up to 10 cubic feet) so long as it is of a basically evil, or cursed nature, or dispell any enchantment or curse from its single victim.

SAVE: None
SPELL TYPE: Variable; only as stated.

OMNISCIENCE: This spell allows the caster to know any information which he or she seeks to learn with regard to creatures, objects or devices within a 100 ft. radius area of its casting. In effect, an Omniscience spell acts as a combination Detect Magic, Detect Good/Evil, Locate Object, Detect Lie, Soul Search and Enlightment.
SAVE: None
SPELL TYPE: Non-variable.

SPIRITUAL ENCHANTMENT: This spell is similar to the Major Enchantment spell used by witches, warlocks and sorcerers, in that it allows the caster to permanently imbue any object, weapon or device with up to seven different spells of any level. It is different, however, with respect to cost in materials, for mystics need not spend any more than is required to purchase the standard article which is to be enchanted, so long as it is of fine quality.

Mystics must, however, devote two full days of prayer per each spell level to be "stored" in the object in question in order for the enchantment to become permanent. If the mystic misses one day of prayer for any reason the process must be repeated from the beginning. The completed item may, if it is so desired, be "programmed" to work only upon the utterance of a specific command word.

A Spiritual Enchantment can also be used to cast any single spell upon any non-living object or area and imbue the spell with a permanent dweomer. It will take at least one full hour of uninterrupted prayer and meditation to give permanence to any spell, and the caster will be totally exhausted upon the completion of such a strenuous ritual and incapable of further spell casting for a minimum of eight hours.
SAVE: None
SPELL TYPE: Non-variable.

SUMMON GUARDIAN: Allows the caster to summon one guardian, or servant, of his or her Deity. (see SUMMONED CREATURES for details)

Necromancer

Necromancers are an evil class of spell casters whose primary interests are death, and the fearsome powers of the nether realms. Practitioners of black magic, these spell casters spend much of their time in graveyards and catacombs, seeking commune with spirits, the undead and demons. Because of their intimate association with the forces of darkness, necromancers radiate a strong aura of evil and death; all but the most vicious of animals will recoil at the scent of a necromancer, and few living creatures will willingly associate with these spell casters. Necromancers also face the constant threat of being hunted down by such purveyors

of good as paladins, lawful good clerics, and the like. It is little wonder that necromancers, in turn, despise the living and prefer the company of the undead.

The horrid nature of their studies allow necromancers to develop several unusual abilities and attributes. They are capable of communicating with any type of undead creature and can gain control over undead by using a version of the clerical "turning" ability. Undead creatures who are successfully turned by a necromancer will obey the necromancer's commands until destroyed, released, or turned by another spell caster. Necromancers may also use this ability to attempt to gain the allegiance of a summoned demon, rather than pay the demon's required offering. If the attempt is successful, the demon will agree to perform a single service in return for "future considerations."

Because necromancers must often restrict their activities to the dead of night (or the relative security of their hidden lairs) they soon develop the ability to see clearly even in pitch blackness. A side-effect of this ability, however, is that necromancers lose the ability to see normally in daylight. The knowledge of death and the spirit world which necromancers possess makes them immune to magical fear of any sort, and strongly resistant to "death magic," curses, and the special attack forms of undead creatures (+1 saves per each level of ability of the necromancer). The cost of such immunities is high, however, for the necromancer is truly a servant of death. There is no chance that a slain necromancer can be raised from the dead; instead, a necromancer will always return to "life" on the thirteenth day after his or her death as one of the following undead creatures (roll d10):

1) Skeleton
2) Zombie
3) Ghoul
4) Wight
5) Mummy
6) Spectre
7) Revenant
8) Wraith
9) Vampire
10) Lich

Necromancers who return as an undead creature will have the same abilities as they had in life, but will be unable to advance in level, experience, hit points, etc. until they seek out and slay the person (or persons) who killed them. The only way to stop a slain necromancer from returning in this manner is to perform a successful exorcism upon his or her body immediately following the necromancer's demise (one attempt only).

Necromancers who have gained the ability to cast seventh level spells are considered to be priests of the dead. If an abandoned crypt or mausoleum can be found, the necromancer may erect an accursed temple within it, at a cost in time and materials of not less than one year and 100,000 gold pieces. Once the accursed temple has been completed, various types of undead (and possibly even lesser demons) will be drawn to it, at the rate of one per night. Up to twelve such creatures will come to the temple, serving the necromancer until they are released or destroyed.

Necromancers of this level of ability can also create golems of flesh, bone, or graveyard clay. Cost in time and materials for any golem will be one full month and 20,000 gold pieces. Though such creations correspond in most ways to normal golems, a necromancer's golem can only be controlled through the use of a graven image, which must be carved from the root of a mandrake plant. The root must be found growing in a graveyard or under a hangman's gibbet, and must be unearthed by the necromancer and carved into the likeness of the completed golem. A full week will be needed to fashion this device, after which the necromancer will be able to control the golem by manipulating its carved image. Total concentration is required to control this type of golem, as these monsters have no true intelligence of their own. Range of control is unlimited, and the golem's master will be capable of "seeing" through the monster's eyes (and hearing through its ears) no matter how far it travels. Destroying a necromancer's golem will cause its image to disintegrate, and vice versa.

Necromancers can read most magical writings, symbols, and runes, though a save vs. Intelligence is necessary for the necromancer to read all but the most common of these writings. Magical scrolls may be inscribed only after the necromancer has gained the ability to cast spells of the fifth level.

NOTE TO GAME JUDGES: In the opinion of the authors, necromancers make perhaps the ultimate NPC villain, and can be a valuable addition to any Game Judge's repetoire of "monsters." Allowing necromancer player/characters in your campaign is optional, and entirely up to you.

NECROMANCER - LEVEL ONE

ARCANE BOLT: This spell allows the caster to create a black bolt of magical energy which will do 1-4 points of damage to any creature it strikes. Range is 10' per level of the caster.
SAVE: vs. Dexterity (dodge, for ½ damage)
SPELL TYPE: Variable; each level of ability adds +1-4 points of damage to the Arcane Bolt.

CIRCLE OF DARKNESS: Allows the caster to create a 20' radius circle of impenetrable darkness. Range is 100' and duration is 10 minutes.
SAVE: None. However, creatures may leave the affected area if they are capable of movement.
SPELL TYPE: Variable; each level of ability adds 10 minutes to the spell duration.

DETECT MAGIC: As per the first level witch's spell.

NECROMANTIC CURSE: Allows the caster to curse any single creature or being, and bring about any one of the following ill effects:

1) -1 Saves; as per the witch's spell "HEX"

2) Aging: the victim of the curse can be made to age up to 10 years.

3) Nightmares; the victim will experience terrifying nightmares each time he or she tries to sleep. The nightmares caused by this curse are of such frightening intensity that the victim will be unable to get sufficient sleep, and therefore, will always be on the verge of exhaustion. Additionally, there is a 1% chance (each night) that the victim will go insane from the fearful dreams.

Note that the victim's true name must be known by the caster in order for the curse to be effective, and the curse can only be cast upon creatures whom the Necromancer has seen at least one time prior to the casting of the curse (either in person or through a scrying device). Duration is permanent, or until removed.
SAVE: None
SPELL TYPE: Variable. Each level of ability makes the Necromantic Curse that much more difficult to remove.

NECROMANTIC HEALING: Allows the caster to heal 1-4 points of damage to any living creature of basically evil alignment, or 1-8 points of damage to any undead creature. The recipient must be touched in order for the spell to be effective.
SAVE: None
SPELL TYPE: Variable; each level of ability adds +1 point of healing to the spell.

OBJECT READING: As per the first level witch's spell.

OMEN: Allows the caster to predict whether the actions of his or her party (or any individual) will be beneficial or detrimental to the party/individual in question. A single "yes or no" question may be asked, afterwhich the necromancer will receive an Omen of favorable or unfavorable portent from one of the lower planes. Favorable omens might be the appearance of a crow, buzzard, bat, serpent, etc., unfavorable omens could be the appearance of a dove, sparrow, butterfly, fish, etc. (The Game Judge may elect to choose an omen which might be less simple to interpret). Note that this version of the Omen spell is the reverse of the similarly-named mystic's spell.
SAVE: None
SPELL TYPE: Non-variable

SUMMON FAMILIAR: This spell is the same as the First Level Witch (or Sorcerer) spell, however when cast by a Necromancer, only Imps (40% chance), Gremlins (41-75%) or Manes (76-100%) will respond to the summons (see FAMILIARS).

NECROMANCER - LEVEL TWO

ANIMATE DEAD: Allows the caster to create a skeleton or zombie from the remains of any deceased creature. Any undead creature "created: in this manner will obey its master until destroyed, or until the effects of the enchantment are dispelled.
SAVE: None
SPELL TYPE: Variable. Each level of ability allows the caster to animate the remains of one more creature.

CIRCLE OF SILENCE: As per the fourth level witch's spell.

DETECT GOOD/EVIL: As per the second level mystic's spell.

LOCATE OBJECT: As per the third level witch's spell.

SPIRIT CONTACT: As per the fourth level mystic's spell.

SUMMON UNDEAD: Allows the Necromancer to summon one undead creature to do his or her bidding. The type of undead which may be summoned is dependent upon the level of ability of the caster, for only undead of lesser ability level or hit dice may be summoned in this manner. A summoned undead creature will follow any single command issued by the caster, and then return to its abysmal home plane. Summoned undead require no offering, but a magic circle and thaumaturgic triangle must still be drawn.
SAVE: None
SPELL TYPE: Non-variable.

NECROMANCER - LEVEL THREE

DISPELL MAGIC: As per the third level witch's spell.

LEVITATION As per the second level witch's spell.

PREMONITION: As per the fourth level witch's spell.

REPEL: Allows the caster to emanate a 10 ft. radius "aura" of evil; any living creature entering the area of effect must save vs. Will or be unwilling to approach the caster. Extremely evil being or creatures must still make their save, but are allowed a bonus of +2 (+10%) on the die. Duration is 10 minutes, plus one minute per level of ability.
SAVE: vs. Will, for no effect.
SPELL TYPE: Variable; as stated.

SUMMON LESSER DEMON: Allows the caster to summon one lesser demon (see SUMMONED CREATURES).
SAVE: None
SPELL TYPE: Non-variable.

SYMPATHETIC MAGIC (VOODOO): In order to cast this spell, the Necromancer must first acquire a mandrake root, which must be found growing in a graveyard or under a hangman's gibbet. The root must be unearthed and brought to the Necromancer's dwelling, where it must be carved and fashioned into a form which resembles the intended victim. The caster must have in his or her possession an article of clothing, weapon, lock of hair, etc. which belonged to the intended victim of this spell, and it must be kept in near proximity while the image is being fashioned. The image will take one full week to complete, afterwhich the Necromancer may, through Sympathetic Magic, cause harm to the victim by "harming" the victim's image, i.e. each time the Necromancer places a pin or sharp instrument into the image, the victim will feel excruciating pain in the corresponding are of his or her body. While a victim of Sympathetic Magic cannot be truly harmed by such manipulation of its image, the victim can be made to temporarily lose the use of any arm, leg, or one of it senses (sight, hearing, speech, etc.) if the Necromancer places a pin or sharp object in the corresponding area of the carved image and doesn't remove it. The only way for a victim to "cure" such a malady is to seek out the Necromancer and destroy the image after first sprinkling it with Holy water or subjecting it to a "Remove Curse" spell. If the image is destroyed (by the Necromancer or anyone else) before its power has been nullified by one of the above methods, the victim will take 3-24 (3d8) points of damage. If the victim makes a successful save vs. Will, this damage is reduced by ½, but any such damage will not heal without the benefits of a spell or potion.
SAVE: As stated above.
SPELL TYPE: Variable, only in terms of effective range, which is one mile per level of ability.

NECROMANCER - LEVEL FOUR

PARALYSIS: Allows the caster to paralyze any single creature or being. The intended victim must be touched in order for the spell to be effective, and the duration of the Paralysis is 5-20 (5d4) minutes.
SAVE: None, so long as the victim has been touched.
SPELL TYPE: Non-variable.

PHANTOM: By the use of this spell, the Necromancer is able to call forth a type of non-corporeal spirit known as a phantom. No offering or inscription is needed, as the phantom will be all too eager to gain access to the prime material plane and wreak havoc. Because a phantom has no true form, it can only become substantial by drawing upon the life essence of its summoner. It does this by "draining" one hit point per each level of ability which the Necromancer has attained; this energy drain in turn gives the phantom one hit die or level of ability per hit point drained, in effect giving it the same hit dice (or level) as the Necromancer who summoned it. Thus a fourth level Necromancer can call forth a four hit dice phantom, a fifth level Necromancer can call forth a five hit dice phantom, etc. (The "draining" process is instantaneous, and occurs the moment that the phantom is summoned into the presence of the Necromancer.

Once a phantom has been given corporeal form in this manner, it may be commanded to perform any service which the Necromancer desires. There is no limit to the length of the phantom's servitude (unless it is destroyed), but the Necromancer will not be able to regain the hit points it took to give the creature form until he or she dismisses the creature and sends it back to its home place (as soon as the Necromancer does this the "lost" hit points will be instantly restored).

In melee the phantom attacks twice per round, any successful hit indicating that the creature has grasped its victim by the throat, doing 1-8 points of constriction damage per minute thereafter (automatic). If the victim's size or form makes strangulation impossible, the phantom will use its claws (also 1-8 damage) to slash its opponent. Because they resemble nothing so much as "solid" shadows, phantoms surprise victims 95% of the time if attacking in darkness. They do not like daylight, and will always wear hooded cloaks if travelling by day. Fire, cold, and lightning will not affect a phantom, nor will non-magical weapons, poisons or any type of control spell. Phantoms have near maximum human strength and move at 1½ x human speed. They have night vision (up to 100 ft.) but see poorly in daylight. They can be turned (as wraiths) by clerics, priests and mystics and may be treated as wraiths with regard to armor class. A Necromancer may have any number of phantoms in his or her employ, the only limit being the number of hit points which he or she is willing to temporarily sacrifice to do so.
SAVE: None
SPELL TYPE: Non-variable.

PSYCHIC ASSAULT: As per the fifth level witch's spell.

SUMMON WINGED DEMON: Allows the caster to summon a winged demon, under the restrictions listed in the section on SUMMONED CREATURES.

WARDING: As per the fourth level mystic's spell.

WHITHER PLANTS: Allows the caster to whither and destroy up to a 10 sq. ft. area of any plant life or vegetation. Range is 100 ft.
SAVE: None, unless this spell is used against sentient plants, which, having intelligence, are allowed a save vs. Will for no effect.
SPELL TYPE: Variable. Each level of ability allows the caster to affect an additional 10 sq. ft. of area of plant life.

NECROMANCER - LEVEL FIVE

COERCION: This spell gives the caster the ability to possibly force a creature into service by the use of a voodoo-like form of image magic. Prior to attempting the spell, the caster must first carve an image of the intended victim in wax or wood, and inscribe the image with the victim's true name and a series of arcane symbols and glyphs. The entire procedure will take one full week of uninterrupted work, during which time the caster must burn at least 500 gold pieces worth of the most costly incense and herbs per day. The caster can perform no other action while involved in such a task, as it will take all of his or her concentration and mental energy to enchant the image with the Coercion spell. Once the image is completed, the caster must confront (or summon) the intended victim, and state the nature of the service which he or she requires while holding the carved image over a burning candle or torch. As the image begins to suffer damage from the flame, the victim must make a save vs. Will once per minute (for 3 minutes) or suffer such excruciating pain that it will be incapable of movement (or spell casting, if applicable), and forced to submit to the caster's demands. If the intended victim successfully makes all three saves, the image will be consumed by the flame and rendered useless. If this spell is used unsuccessfully against a summoned demon, the demon will undoubtedly seek to slay the caster at once; if unable to slay the caster, the demon will be the sworn enemy of the caster for all times, and seek vengence at a later date. If the Coercion spell is successful, the victim will have no choice but to obey any single command of the caster, or suffer such pains as the caster sees fit to inflict against the victim's image, i.e. any damage done to the image will also be done to the victim if he or she does not immediately begin to follow out the caster's command.
SAVE: As stated above.
SPELL TYPE: Non-variable.

DEMON WINGS: Allows the caster to cause a pair of wings of black, bat-like wings to be formed and magically affixed to his or her upper back, thus enabling the caster to fly as swiftly as a winged demon (see SUMMONED CREATURES) for up to one hour. The caster may engage in combat or further spell casting while in this winged form, but will still only be able to carry up to his or her normal encumbrance worth of additional weight.
SAVE: None
SPELL TYPE: Variable. Each level of ability will add up to one hour to the spell duration.

THE EVIL EYE: This spell is the necromantic equivalent of "true sight," allowing the caster to see through any illusion, disguise, or magical transformation. Invisible objects and/or creatures, secret doors, and traps will also be visible to the caster, and the weakest or lowest attribute of any creature or being (including phobias, or other weaknesss and susceptibilities) will be known to the caster of this spell. Duration is 10 minutes, and range is sight range.
SAVE: None
SPELL TYPE: Non-variable.

NECROMANTIC SHAPE-CHANGE: This spell is basically a limited version of the vampire's shape changing ability. It allows the caster to change into any of the following: vampire, bat, wolf or gasseous form (the necromancer retains his or her own hit points). Duration is one hour, during which time any number of shape changes can be made. Note that animals will not be fooled by a Necromantic Shape Change spell, and will recoil at the caster's scent unless they are of a very viscious nature. It is not possible for a Necromancer to cast spells while shape changed into one of these forms.
SAVE: None
SPELL TYPE: Non-variable.

SUMMON GREATER DEMON: Allows the caster to summon a greater demon, under the restrictions listed in the section on SUMMON CREATURES.

WORD OF COMMAND: As per the fifth level mystic's spell.

NECROMANCER - LEVEL SIX

DEATH HAND: Allows the caster to kill any single creature or being (except guardians, arch demons and/or deities) by merely touching the intended victim with an open palm. The intended victim of a Death Hand spell is allowed a save vs. Constitution. If the save is made, the victim still losses ½ of its total hit points, but will not be killed (at least one hit point will remain). Note that the caster must score a successful "hit" if the intended victim is not unconscious, bound, or otherwise helpless.
SAVE: As stated.
SPELL TYPE: Non-variable.

RETURN TO SANCTUM: As per the sixth level mystic's spell.

REVEAL THE PAST: Allows the caster to learn all that has transpired in any given 100" sq. area, so long as the skeletal remains of at least one creature can be found in the area in question. If at least one relatively intact skeleton can be found, the Necromancer may ask it up to three questions about anything that has happened since it has been there, and always receive truthful answers. If desired, a Necromancer can place skeletons in areas which he or she wishes to keep under surveillance, and use this spell to interogate the skeletons at a later date.
SAVE: None
SPELL TYPE: Non-variable.

SOUL SEARCH: As per the sixth level mystic's spell.

SUMMON ARCH-DEMON: This highly dangerous spell allows the caster to summon one of the seven Arch-Demons, under the restrictions listed in the section on SUMMONED CREATURES.

TERROR: Allows the caster to emanate an extremely powerful aura of fear. The area of effect for this spell is a 20 ft. radius surrounding the caster, any who enter it must save vs. Will or flee in such unreasoning panic that hand-held weapons or items will be dropped, treasure left behind, wounded comrades abandoned, etc. Victims of a Terror spell will flee for a full 30 minutes, and if restrained by anyone will fight (as berserkers) to the death in order to break free. Duration of the Terror emanation is 10 minutes, and any in the area of effect must save once per each minute that they remain within range of the caster.
SAVE: vs. Will (as stated above) for no effect.
SPELL TYPE: Non-variable.

NECROMANCER - LEVEL SEVEN

ASTRAL TRAVEL: As per the seventh level mystic's spell.

BANISH: As per the seventh level mystic's spell.

DEATH MAGIC: Allows the caster, at the utterance of a single word, to slay any creatures (of lesser ability, hit points or hit dice) within a 20 ft. radius (of the spell caster). Intended victims are, of course, allowed a save, and creatures who possess greater abilities than the caster will be totally unaffected by the spell.
SAVE: vs. Constitution.
SPELL TYPE: Non-variable.

DESTRUCTION: Allows the caster to cause up to 10 cubic feet of non-living material to instantly fall into ruin. Wooden beams, bridges, etc. will rot and fall away, iron will rust and become weak with corrosion, and stone will crumble to dust. Range is 100 ft.
SAVE: None
SPELL TYPE: Non-variable.

NECROMANTIC ENCHANTMENT: This spell is similar in most respects to the seventh level mystic's spell, "spiritual enchantment," only the necromancer calls upon the powers of darkness in order to work the enchantment, and only cursed or "unholy" objects may be so created.
SAVE: None
SPELL TYPE: Non-variable.

POSSESSION: Allows the caster to gain total control over another creature's mind and body by "possessing" the victim as per a malign spirit or demon. If the attempt is successful, the caster leaves his or her body and "possesses" the victim's. While in the victim's body, the caster retains his or her magical abilities, and gains the ability to speak in the victim's normal voice and have access to its past memories.

Only a Detect Evil spell or similar magic will reveal that something is wrong with the victim, and only an Exorcism spell can forcibly remove the spirit of the Necromancer and return the victim to normal. Range is 100 ft., and duration is unlimited.
SAVE: vs. Will (for no effect)
SPELL TYPE: Non-variable.

SHAPE- CHANGE: UNDEAD: Allows the caster to assume the form of any one of the various types of undead creatures. While in undead form the Necromancer will have all the abilities of the type of undead creature which he or she resembles, but will also have all the particular creature's susceptibilities, and could be turned by a cleric, priest or mystic. Duration is one hour, during which time the Necromancer may affect any number of shape changes.
SAVE: None
SPELL TYPE: Non-variable

SYMBOL OF POWER: As per the sixth level mystic's spell.

Sorcerer

Sorcerers are a highly disciplined class of spell casters who approach the study of magic from a logical and scientific point of view. Though intrigued by the mysteries of ritual magic, sorcerers are more interested in the theory which causes spells to function as they do, and the known laws of science. To these spell casters, illusions are merely refracted light, levitation is no more than the temporary relaxation of a gravitational field in a restricted area, and so on.

This analytical approach towards magic is developed through the sorcerer's regimented studies. Unlike most other spell casters, a sorcerer must learn certain types of spells in their ascending order of difficulty; i.e., Levitation must be known before Flight, Teleportation, or Dimensional Travel may be learned, and the simpler spells of illusion (such as Tricks, Optical Illusion, etc.) must be learned before more complex illusions can be attempted. The demon summoning and alchemical spells must likewise be learned in this manner, making spell research a high priority for this class of magic-users.

While this method of acquiring new spells is time consuming, it gives the sorcerer a sound background in magical and scientific theory which other spell casters do not enjoy. This, in turn, allows sorcerers who have attained the ability to cast seventh level spells to do the following:

1) Cast any spell usable by illusionists, so long as a scroll is available. Note that sorcerers cannot write such scrolls, and will still have to obtain them from those who can.

2) Learn any spell of summoning, except those spells that are restricted to mystics, druids and clerics.

3) Research and develop new spells or magic items (according to your game system's rules).

4) "Minor" in alchemy. In effect, this allows a sorcerer to become a multi-classed sorcerer/alchemist, however, sorcerers can only gain experience in this field from the successful completion of alchemical operations. No experience points can be awarded in this field of study for adventuring or spell casting.

The thorough nature of a sorcerer's training is also helpful when it comes to reading magical scripts, symbols, and runes. A die role vs. the sorcerer's Intelligence should be required only for the most obscure, ancient, or difficult writings, with the sorcerer receiving a bonus of at least +2 on the die.

Sorcerers of the ninth level and up are capable of inscribing magical scrolls, but cannot make potions or other alchemical substances until they have begun to minor in alchemy. They may rent, construct, or purchase a laboratory (as per an alchemist) whenever they desire, but cannot attract a group of followers until they have gained the ability to cast fifth level spells.

Alignment is of little concern to a sorcerer, as most of these spell casters tend to be somewhat skeptical of the standard concepts of "Good" and "Evil." As a result, most sorcerers tend towards the neutral alignments, with rare exceptions, and most of these spell casters consider even a demon summoning spell to be nothing more than a practical, if dangerous application of the known principle of "gates" and dimensional travel.

SORCERER'S SPELLS - LEVEL ONE

DETECT MAGIC: As per the first level witch's spell.

FORCE SHIELD: This spell allows the caster to surround himself (or herself) with a 1 ft. radius, dome-shaped shield of energy. This shield does not in any way restrict the caster's movement or spellcasting abilities, and will absorb one point of any type of damage (per level). While surrounded by a Force Shield, the caster is protected from all angles except directly below; spells or attacks which affect (or originate from) the ground underneath the caster's feet are not affected by the shield. Regardless of a Force Shield's point rating, the spell has two stages of duration: "Active" and "Passive." The "Active" duration of a Force Shield is 2-5 (d4+1) minutes, during which time it will continuously absorb as many points as its rated capability (unless dispelled by another spell caster). After the Force Shield's "Active" phase is ended, it will still remain in effect in its "Passive" phase, which will last 1 hour, until dispelled (by the caster or someone else), or until the shield is "hit" by any type of attack which does at least one more point of damage than the shield can absorb. Note that a one-point shield will be an effective deterrent against biting or stinging insects, and will keep the caster dry in foul weather. Magical mists and gasses will likewise have no effect on spell casters protected by a Force Shield. However, it will be impossible for a spell caster to eat or drink, or grasp anything which was not on his or her person prior to the spell being cast.
SAVE: None
SPELL TYPE: Variable. Each level of ability increases the absorbing capability of the Force Shield by +1 point.

HYPNOSIS: This spell allows the caster to hypnotize and gain control over any single creature. The caster must have in his or her possession a small, highly polished object (such as a coin, medallion, etc.) and must have the attention of the intended subject for at least two or three seconds. Any creature or being failing its save will obey the commands of the caster, so long as the subject is not commanded to do anything which is radically against its usual beliefs or alignment. The duration of this spell is 24 hours, and if the caster desires, a "post-hypnotic suggestion" can be given to the subject. So long as the spell's duration is not exceeded, the subject of a post hypnotic suggestion will obey a given command or set of instructions at the exact time (or under the specific circumstances) dictated by the caster. Range is "sight range."
SAVE: vs. Will for no effect.
SPELL TYPE: Non-variable.

OBJECT READING: As per the first level witch's spell.

LEVITATE: As per the second level witch's spell.

POWER BOLT: An excellent, all- purpose attack spell. Power Bolt is essentially a highly focused bolt of magical energy which can be "hurled" by the spell-caster up to a range of 100 ft. A Power Bolt will do 1-6 points of bludgeoning damage (like a mace or club) per each level and can be used against any non-ethereal creature or object. When amplified by a sufficient amount of spell increments, it can be used to batter down doors or wooden barriers (Consider the average 2" thick wooden door to be able to withstand 8 + 1-4 points of damage, with heavier, re-enforced, or iron doors being capable of withstanding 2x, 3x and 4x more damage respectively). A Power Bolt can also be used to "stun" or "knock down" an opponent, however the spell-caster must state his or her intention prior to the spell being cast. If used to "stun," a Power Bolt will do normal damage, but only ½ of such damage will be actual. Victims reduced to zero hit points by a "stunning" Power Bolt will be rendered unconscious for 2-12 minutes. If this spell is used to try to "knock down" an opponent, the intended target is allowed a save vs. Dexterity; a victim who fails to make this save will take no actual damage, but will be knocked 1-10 ft. backwards and fall to the ground. Victims knocked down by a Power Bolt will require a full minute to regain their feet.

Intended victims of a knock down who make their save suffer no damage whatsoever, and creatures weighing 400 lbs. or more cannot be knocked down by a Power Bolt.
SAVE: vs. Dexterity, for ½ damage (except as noted).
SPELL TYPE: Variable. Each level of ability adds +1-6 points of damage to the Power Bolt.

SHATTER/REPAIR: Allows the caster to cause any non-magical, brittle objects (up to 10 lbs. in weight) to shatter into pieces. Glass, porcelain, crystal, and even dry wood can be affected in this way. The reverse of this spell, Repair, can be used to mend or fix broken objects of any kind, so long as they are not magical in nature. The 10 lb. weight limit also applies to this spell. Range is 100 ft., and any object which is the target of a Shatter spell should be allowed a save. Duration in either case is permanent.
SAVE: Special; according to game system or Game Judge.
SPELL TYPE: Variable; Each level of ability allows the caster to affect an additional 10 lbs. of material.

SLOW GRAVITY: Allows the caster to reduce the speed of any single falling object or creature (weighing 400 lbs. or less) to that of a slow, floating glide. Falling objects will suffer no damage, and falling creatures will not be harmed, so long as they do not fall beyond the spell's 100 ft. range.
SAVE: None
SPELL TYPE: Variable. Each level of ability allows the caster to affect an additional object or creature.

SUMMON FAMILIAR: Allows the caster to summon a familiar under the restrictions outlined in the section on FAMILIARS.

TRICKS: This spell allows the caster to create certain types of minor illusions, such as colored sparkles, puffs of smoke, small floating objects, etc. While such illusions are completely harmless (and in fact look somewhat fake), they are quite fascinating to creatures of semi-animal or low intelligence, and such creatures who fail to make a successful save vs. Intelligence will stop whatever they are doing and gaze at the illusions for the spell's duration. Even creatures of average, high and exceptional intelligence will be distracted if they fail their save, though such intelligent creatures are allowed a bonus of +1 on the die. "Distracted" creatures will hesitate for 10-60 (d6x10) seconds before returning to what they were doing before the Tricks spell was cast. Note that non-intelligent creatures and beings with absolute maximum human intelligence (or greater) will not be affected by a Tricks spell. Range is sight range, and duration is 10 minutes.
SAVE: vs. Intelligence (as noted).
SPELL TYPE: Non-variable.

VARIABLE LIGHT/DARKNESS: Allows the caster to create a ray, sphere or area of (either) bright, gleaming light or impenetrable darkness. Range is 100 ft. and the maximum area of effect is a 15' radius circle. Duration is indefinite, or until dispelled.
SAVE: None
SPELL TYPE: Non-variable.

VERTIGO: Allows the caster to cause any single creature (who fails its saving throw) to experience severe dizziness for up to 10 minutes. If the victim does not sit or lie down immediately, there is a 50% chance each minute that he or she will lose their balance and fall. Range is 100 ft.
SAVE: vs. Constitution, for no effect.
SPELL TYPE: Non-variable.

SORCERER'S SPELLS - LEVEL TWO

AUDITORY ENCHANTMENT: Allows the caster to create one of the following acoustical effects:

1) Circle of Silence: As per the fourth level witch's spell.

2) Mimicry: Allows the caster to magically alter his or her voice to sound like any (known) creature, individual or sound. Note that this spell does not allow the caster to speak in a language which he or she does not already know and intended targets of this spell are allowed a save vs. Intelligence to determine if they heard the attempted mimicry. Range is 100 ft., and duration is one minute.

SAVE: As stated.
SPELL TYPE: Non-variable.

BANDS OF FORCE: This spell allows the caster to create a series of spiraling bands of invisible energy, which can be made to entwine about the body of any single creature or being. Unless such a victim makes a save vs. Strength, he or she will be bound and helpless for the 10 minute duration of the spell. Even if a successful save is made, it will take a victim one full minute to extricate himself or herself from the restraining bands (unless the victim weighs in excess of 400 lbs or possesses greater than maximum human strength). The spell may be cast up to a range of 100 ft.
SAVE: vs. Strength
SPELL TYPE: Non-variable.

DISGUISE: As per the first level witch's spell.

DWINDLE/ENLARGE: As per the fourth level witch's spell.

E.S.P.: As per the third level witch's spell.

GUARDS AND LOCKS: As per the fifth level witch's spell.

MISTS OF SLEEP: As per the fifth level witch's spell.

OMNI-VISION: Improves the caster's visual capabilities to the extent that he or she will be able to see in darkness (as per the first level witch's spell, "Night Vision"); furthermore, the caster's peripheral vision will be increased to 360 degrees, allowing him or her to be able to see simultaneously in front, to the rear, and to all sides (except above).
SAVE: None
SPELL TYPE: Variable. Each level of ability extends the spell duration by one hour.

OPTICAL ILLUSION: This spell bends and distorts light in a 5 ft. radius area surrounding the caster in such a way as to make him or her impossible to see clearly. Any attacker who attempts to hit the caster while he or she is enveloped in an optical illusion must save vs. Intelligence before making a "to hit" roll or miss the intended target. Note that this spell requires at least the equivalent of strong torchlight in order to be effective. Duration is 10 minutes.
SAVE: As stated above.
SPELL TYPE: Non-variable.

PSYCHIC EXTENSION: Allows the caster to utilize a minor form of telekinesis, giving him or her the ability to move or manipulate small objects (2 lbs. maximum weight), open drawers, turn pages, and even untie knots in rope or twine at a range of up to 100 ft. Psychic extension requires the full concentration of the caster, but as the spell has no verbal, material or somatic components, it can be cast without noise or movement. Note that while a dagger or knife could be controlled by Psychic Extension, the caster would still need to make a normal "to hit" roll, and in any case a weapon manipulated in this manner will never do more than its normal damage (no bonuses). The spell has a maximum duration of 10 minutes.

SAVE: None
SPELL TYPE: Variable; Each level of ability allows the caster to move or manipulate an additional 2 lbs. of weight.

SPEAK IN TONGUES: As per the fourth level witch's spell.

SPONTANEOUS COMBUSTION: Allows the caster to magically ignite any combustible materials at a range of 100 ft. Although the initial area of effect can never exceed 1 sq. ft., the flames produced by this spell are quite intense, and will spread at such a rate that the size of the conflagration will double for every minute that it remains burning. The flames will last and/or continue to spread so long as there is sufficient combustible materials, or until the fire is extinguished. Note that if "green" wood is ignited by this spell, a great deal of smoke will be given off.
SAVE: None
SPELL TYPE: Non-variable.

SORCERER'S SPELLS - LEVEL THREE

DETECT INVISIBILITY: As per the fifth level witch's spell.

DISPELL MAGIC: As per the third level witch's spell.

ELEMENTAL ATTACK: Allows the caster to create a powerful blast of fire, ice, or lightning, that will do 1-6 points of damage (per spell increment) to any creatures within a 2" radius area. Range is 100 ft.
SAVE: vs. Dexterity, for ½ damage.
SPELL TYPE: Variable, each additional level of ability adds +1-6 points of damage to the Elemental Attack.

EMOTIONAL INFLUENCE: As per the third level witch's spell.

FLIGHT: As per the fourth level witch's spell.

HASTE/SLOW: As per the fourth level witch's spell.

HYPNOTIC SPIRAL: Allows the caster to create a large (10' diameter) swirling vortex of colored light, which will have the same effect as a HYPNOSIS spell upon any who view it. There is no practical limit to the number of creatures who could be affected by this powerful spell, although those further than 100 ft. from a Hypnotic Spiral receive a bonus of +4 on their save. Duration and specifics of this spell are as per HYPNOSIS.
SAVE: vs. Will, for no effect.
SPELL TYPE: Non-variable.

ILLUSORY OBJECT: Allows the caster to create an illusion of any object up to 10' in height, width and/or depth. Such an illusion will not be capable of any movement, nor may it be made to resemble any type of living creature. It will, however, seem quite real to those who "believe" it, and will in all respects resemble the intended object so long as the caster is well acquainted with the object that he or she is attempting to create; i.e., an illusory suit of armor will look and feel like the genuine article to any who fail their save, so long as the caster knows what a suit of armor looks and feels like. The duration of the spell is a maximum 24 hours, and the spell may be cast up to a range of 100'.
SAVE: vs. Intelligence
SPELL TYPE: Non-variable.

INVISIBILITY: As per the fourth level witch's spell.

MINOR HEALING: This spell allows the caster to heal 1-4 points of damage to any single creature upon whom the spell is cast. The recipient must be touched in order for the spell to be effective.
SAVE: None
SPELL TYPE: Variable. Each level of ability adds +1 point of healing to the spell.

RAY OF PARALYSIS: Allows the caster to create a beam of magical power which will effectively paralyze any single creature or being it strikes. The ray emanates from the caster's hand and has a maximum range of 100 ft. Paralyzed victims will be unable to move or even speak, but will otherwise have all mental faculties and senses intact. Duration is 10 minutes.
SAVE: vs. Dexterity, to dodge for no effect.
SPELL TYPE: Non-variable.

WINDS: Allows the caster to create a swirling, gusting wind which can be used to dissipate magical mists and gasses, extinguish small fires, or possibly disperse small flying creatures. Range is 100 ft., duration 10 minutes, and a maximum area of effect is a 10" x 10" x 10" area. This spell can also be used to blow magical mists or gasses back toward an enemy spell caster, or further propel any mists or gasses created by the caster.
SAVE: vs. Dexterity if used against flying creatures.
SPELL TYPE: Non-variable.

SORCERER'S SPELLS - LEVEL FOUR

ALCHEMY I (Quantitative Analysis): Allows the caster to identify any single elixir, powder, venom, potion, dust or gas. The substance to be identified must be in the spell caster's possession at the time during which the spell is cast.
SAVE: None
SPELL TYPE: Non-variable.

FORCE SPHERE: Allows the caster to create an invisible, 10 ft. radius sphere of energy, which can be used as an effective shelter against weather, insects, magical mists and gasses, and small animals. While not especially strong, the force shield will suffice to stop non-magical missiles such as arrows, cross-bow bolts and small-medium-sized rocks, and will keep out creatures and objects weighing 100 lbs. or less. Creatures of greater mass, weight or strength can break through a Force Sphere within 10-60 seconds, and projectiles weighing more than 100 lbs. will readily puncture such a sphere. The duration of a Force Sphere is 24 hours, or until dispelled by its caster.
SAVE: None
SPELL TYPE: Non-variable.

ILLUSORY CREATURE: Allows the caster to create an illusion of a single creature or being up to 20 ft. in height or length. The Illusory Creature will be capable of Movement so long as the caster concentrates upon it and stays within sight range of the illusion. An Illusory Creature can be made to look, sound, smell and feel like any creature whom the caster is familiar with (See ILLUSORY OBJECT), and will be capable of doing real damage and possibly killing any who fail their Save vs. Intelligence (and thus believe the illusion to be real). The duration of the spell is a maximum 24 hours, and it may be cast up to a range of 100 ft.
SAVE: vs. Intelligence to "disbelieve."
SPELL TYPE: Non-variable.

MAGIC PORTAL: This spell allows the caster to create a doorway or tunnel through any solid or semi-solid substance. The diameter of such a passage may not exceed 10 ft. in height or width, and can be made up to 10 ft. in length per spell increment. The duration of a Magic Portal is a maximum of one hour, and the area to be affected must be touched by the spell caster in order for the spell to function.
SAVE: None
SPELL TYPE: Variable. Each level of ability increases the length of a Magic Portal by an additional 10 ft.

MAGNETIC FIELD: Allows the caster to create 10 x 10 x 10 ft. field of magnetic force, which can be charged in either one of two modes: "positive" or "negative." A positively charged Magnetic Field will attract any iron weapons, objects or devices, drawing such articles to the area's center with a strong magnetic force. Creatures wearing iron armor or carrying iron weapons or devices who enter a positively-charged Magnetic Field must save vs. Strength, or be pulled into the center of the affected area and "held" for the duration of the spell (if victims of a positively charged Magnetic Field remove their armor or release their grip on any affected weapons, they may, of course, escape the Field). Conversely, a negatively-charged Magnetic Field will repel all iron objects, devices, and creatures wearing iron armor, keeping those who fail their save vs. Strength from passing through the affected area for the spell duration or until they divest themselves or such items. The duration of a Magnetic Field is 10 minutes and it may be cast at a range of 100 ft.
SAVE: vs. Strength, as stated above.
SPELL TYPE: Variable. Each level of ability increases the duration of a Magnetic Field by an additional 10 minutes.

MISTS OF DEATH: Allows the caster to create a 10 x 10 x 10 ft. area of red mist which can be made to travel up to 100 ft. in any desired direction. Any creatures subjected to this magical mist must save vs. Constitution or die within 1-4 minutes. Only an antidote or neutralize poison spell will be able to save such victims. Duration of the mist is 10 minutes.
SAVE: vs. Constitution
SPELL TYPE: Non-variable.

PSYCHIC ASSAULT: As per the fifth level witch's spell.

RING OF FIRE/ICE: As per the fourth level witch's spell.

SPECIES IDENTIFICATION: Allows the caster to identify any single unknown species of plant or animal, receiving general information on such topics as the creature's relative strength, behaviorisms and motives. Specific information such as damage per attack, hit dice, hit points, etc. can not be learned through the use of this spell, but a creature's special abilities (not weaknesses) will be revealed 50% of the time. At least one full minute of observation is needed before the caster can make any determination with regard to the unknown species. Range is 100 ft., maximum.
SAVE: None
SPELL TYPE: Non-variable.

SPELL ANALYSIS: Allows the caster to analyze up to a 10 sq. ft. area (or any object, device or creature), to determine if the subject of such analysis is protected or under the influence of any magical spell, curse or trap. The exact nature and strength of any enchantment will be revealed to the caster by the employment of this spell. Duration is one minute, and the caster must be within 1 ft. of the area, object or creature being analyzed in order for the spell to be effective.
SAVE: None
SPELL TYPE: Non- variable.

SORCERER'S SPELLS - LEVEL FIVE

ALCHEMY II: Allows the caster to enchant the ingredients necessary for the creation of any single powder, potion, dust or gas. An alchemist is usually needed to mix and complete any such operation.
SAVE: none
SPELL TYPE: Non-variable.

AMNESIA: Allows the caster to magically "erase" the memories of any single creature or being. A victim of an Amnesia spell will be incapable of remembering his or her name, personal background, or any previously learned abilities (including spell casting). Such victims will not recognize their friends, associates or enemies, and are likely to distrust any who try to help them (judges should make a standard "reaction" die roll for any individual who attempts to communicate with a victim of this spell). An Amnesia spell can be cast at a range of 100 ft. and its effects will last until dispelled.
SAVE: vs. Will
SPELL TYPE: Non-variable.

CONJURE ELEMENTAL - Allows the caster to conjure (not summon) one elemental of any type. Note that unlike summoning, conjuring an elemental requires the caster to have available a substantial quantity of the element in question in order for the spell to be effective. Furthermore, the type of elemental which can be conjured will always be of the lesser, or unintelligent sort, which require the caster's concentration to control. Conjured elementals will serve until destroyed or until the caster relinquishes control (by accident or design). Casting time is ten minutes.
SAVE: None
SPELL TYPE: Non-variable.

ILLUSORY TERRAIN: Allows the caster to create an illusionary area up to 10" sq., which can be made to appear as any type of terrain desired. Trees, plants, hills, gullies, etc. can be created, and will seem absolutely real to any who fail their save vs. Intelligence. The spell may be cast at a range of up to 100 ft., and its illusory effects will last until dispelled.
SAVE: vs. Intelligence
SPELL TYPE: Variable; each level of ability allows the caster to extend the area of effect by an additional 1" sq.

MINOR ENCHANTMENT: As per the fifth level witch's spell.

PSYCHIC SHIELD: As per the sixth level witch's spell.

RUNES: Allows the caster to inscribe any single object, device or weapon with one type of rune (see INSCRIPTIONS).
SAVE: None
SPELL TYPE: Non-variable.

SUMMON LESSER DEMON: Allows the caster to summon a lesser demon, under the restrictions listed in the section on SUMMONED CREATURES.

TELEPORTATION: As per the sixth level witch's spell.

TRAPS: As per the sixth level witch's spell.

SORCERER'S SPELLS - LEVEL SIX

ALCHEMY III: Allows the caster to enchant the ingredients necessary for the creation of any single golem, living statue, machine or homonculous. An alchemist is always needed to complete any such operation.
SAVE: None
SPELL TYPE: Non-variable.

ANTI-MAGIC SHIELD: This spell allows the caster to surround himself (or herself) with a 1 ft. radius, dome-shaped shield of anti-magical energy. Inside the shield, the caster is impervious to any and all forms of magic, but movement and casting spells through the shield are not possible. Note that this spell does not offer any protection against non-magical creatures, weapons or forces. Duration of an anti-magic shield is 10 minutes per spell increment.
SAVE: None
SPELL TYPE: Variable; each level of ability adds 10 minutes to the spells duration.

AURA OF NON-DETECTION: Allows the caster to create a "magical" aura which can be made to cloak an area of up to 10 ft. sq. Areas, objects or traps covered by such an aura can be made immune to any single spell of detection; i.e. Detect Magic, Detect Invisibility, Detect Good/Evil, etc. If a True Sight spell is used vs. an Aura of Non-Detection, there is a 20% chance that it will be ineffective, however, if Spell Analysis is used the aura will always be detected. An Aura of Non-Detection may be cast only by touch, and will last until dispelled. This spell will not work on living creatures.
SAVE: None
SPELL TYPE: Non-variable.

DIMENSIONAL TRAVEL: This spell acts in much the same manner as a Teleportation spell, only it allows the caster to travel to any known dimension or plane of existence. Unlike a spell of Teleportation, however, the Dimensional Travel spell allows the caster to bring any number of creatures or individuals along with him or her, so long as they are in physical contact with the spell caster at the time of the casting. Note that this spell can also be used to travel into the astral plane.
SAVE: None
SPELL TYPE: Non-variable.

ENERGY FIELD: Allows the caster to create an impenetrable wall, cube, dome or cage of force up to 10 x 10 x 10 ft. area (1,000 cubic feet). Regardless of its form, an Energy Field cannot be moved, broken or dispelled (except by its caster). Any creature trapped within the confines of an Energy Field will be unable to escape unless capable of Teleportation or Dimension Travel. Note, however, that an Energy Field can be dissipated by negative energy. Range is 100 ft. and duration is one hour.
SAVE: vs. Dexterity, to avoid being trapped within a containment-type field.
SPELL TYPE: Non-variable.

HALLUCINATIONS: Allows the caster to create an illusion of such terrifying aspect that any who behold it must save vs. Intelligence or go "permanently" insane. Victims of this spell will wander aimlessly, babble increasingly about spirits or monsters, and be of no use to anyone until returned to health by a Cure Insanity spell. The spell will affect any creature or being within sight range of it, but individuals who spot such an illusion from a distance of 100' or greater are given a bonus of +4 on their save. The spell may be cast at a range of up to 100', and will last until dispelled.
SAVE: vs. Intelligence.
SPELL TYPE: Non-variable.

SUMMON WINGED DEMON: Allows the caster to summon a winged demon, under the restrictions listed in the section on SUMMONED CREATURES.

SYMBOL OF POWER: Allows the caster to inscribe any one of the various symbols of magical power (see INSCRIPTIONS).
SAVE: As per the symbol used.
SPELL-TYPE: Non-variable.

TELEPORT TRACER: This spell allows the caster to "lock onto" the faint magical trail left behind by another spell caster's teleport spell, enabling the caster to arrive at the same destination as the spell caster being "traced." The Teleport Tracer must be cast within sixty seconds of the first teleport spell, or the magical trail will be impossible to trace and the spell will not function.
SAVE: None
SPELL TYPE: Variable. Each level of ability allows the caster to teleport one other individual along with him or her (as per the restrictions of the standard teleport spell).

TRUE SIGHT: As per the fifth level mystic's spell.

SORCERER'S SPELLS - LEVEL SEVEN

ACID RAIN: This spell allows the caster to innundate a 10" diameter area with a drenching, corrosive rain that will do 10-60 (10d6) points of damage to any creatures caught within the spell's area of effect (no save). Items made of wood, leather, or fabric are 40%, 50% and 60% (respectively) likely to be ruined by Acid Rain, and even metallic items are 25% likely to be so badly corroded as to be useless (subtract 5% for each +1 of enchantment if magical items are subjected to this spell). While Acid Rain will make smooth or cut stone pitted and discolored, it will not seriously harm objects or buildings made of this substance, nor will it affect ceramic or glass items. Individuals protected by full suits of armor will only take ½ damage from this spell so long as their armor holds up.
SAVE: Only as stated.
SPELL TYPE: Non-variable.

DEATH MAGIC: As per the seventh level necromancer's spell.

DIMENSION TRACK: The spell works in much the same manner as the Sixth Level, Teleport Tracer, only it allows the caster to pursue a dimensional traveler. Like the standard Dimension Travel spell, the caster may bring along as many individuals as desired, so long as such individuals are within physical contact of the spell caster at the time of the casting.
SAVE: None
SPELL TYPE: Non-variable.

MAJOR ENCHANTMENT: As per the seventh level witch's spell.

NEGATIVE ENERGY: This spell allows the caster to create a bolt of negative force, which may be "hurled" up to a range of 100 ft. A bolt of negative energy will dissipate and dissolve any Force Shield, Force Sphere, or Energy Field, or disintegrate any creature, object, or barrier which it strikes (up to 10 cubic feet of matter can be affected in this manner). Note that since negative energy and positive energy cancel each other out upon contact, even the weakest Force Shield will act as a "neutralizing" vs. this spell.
SAVE: vs. Dexterity, if trying to dodge.
SPELL TYPE: Non-variable.

REVERSE TIME: This spell allows the caster to reverse the passage of time within a 5 ft. radius area of himself (or herself). To those outside the affected area, the spell caster will seem to disappear for a fraction of a second following the spell casting, and then reappear in normal time. To the caster, the incidents and actions which had occurred in the 10 minutes prior to the spell casting will appear to be happening in reverse (like a movie being shown backwards). While this reverse action is happening, the spell caster might possibly be able to alter or undo the affects of any single incident which had transpired during the 10 minute period prior to the spell casting. Thus, a spell caster operating within the area of a Reverse Time spell might be able to rescue an article which had been lost or damaged in a fire, administer a life-saving antidote to an individual who had just died of poison, or secure a rope which would otherwise have broken or come undone. While this spell presents many possibilities, it is not possible for the caster to cause harm to an individual or cast other spells while operating within the area of the spell's effect. A Reverse Time spell will cease to function immediately after it has taken the caster exactly 10 minutes backwards in time, or the second the spell caster moves out of the 5 ft. radius area of effect. In either case, the spell caster will always return to the precise moment in time and space that he or she occupied immediately after casting the spell.
SAVE: None
SPELL TYPE: Non-variable.

SOUL STONE: This powerful spell enables the caster to capture and draw upon the life essence of any living creature (with the exception of deities, guardians and archdemons) and imprison it within a device known as a Soul Stone. Prior to attempting such an enchantment, the caster must first acquire a perfect gem worth at least 20,000 gold pieces, and cast the following spells upon it: Emotional Influence (Sympathy), Psychic Assault (Domination) and Major Enchantment (per Permanence). The intended victim's true name must then be inscribed upon the gem, along with certain archaic glyphs and runes. The process will take a minimum of two full weeks of uninterrupted work, after which the Soul Stone will be ready for use. In order to affect the enchantment, the caster must draw forth the Soul Stone while in the presence of the intended victim, and begin reciting the writings inscribed upon the stone. If this enchantment is being used against a summoned demon, the creature will undoubtedly agree to perform a service in exchange for mercy (and the Soul Stone). If this is the caster's intention, he may accept the demon's offer, and refrain from completing the incantation in exchange for the demon's service. If the Soul Stone is not being used to exact servitude, the caster may complete the incantation and attempt to capture the life essence of the intended victim. In this case, the intended victim (demon or not) is entitled to a save vs. Will which, if successful, will negate the spell and cause the Soul Stone to shatter into worthless fragments.

If the saving throw is unsuccessful, the victim's life essence will be drawn from its body and transferred to the Soulstone, and the lifeless body of the victim will dissolve into dust along with all its possessions. The caster of the spell will immediately acquire ½ of the victim's hit points and any single ability or attribute of the victim (such as great strength, magic resistance, flight, etc.). The acquired ability and h.p. will last only so long as one is in possession of the Soulstone. Once a week, the holder of a Soulstone may ask the imprisoned life essence a question, which it must answer truthfully. A Soulstone's power will last forever unless it is shattered, in which case the imprisoned victim's life essence will be freed and returned to material form. Any creature who has been freed from a Soulstone will not rest until he or she has sought out and slain its former captor.
SAVE: As stated above.
SPELL TYPE: Non-variable. A spell caster may never own more than one Soulstone of his or her own making, though others may be "acquired" by theft, purchase, etc. (See MAJOR ARCANA, Soulstones)

SUMMON GREATER DEMON: This spell allows the caster to summon one greater demon under the restrictions listed in the section on SUMMONED CREATURES.

SUSPENDED ANIMATION: As per the sixth level witch's spell.

TRANSFORMATION: As per the seventh level witch's spell.

Sage

Sages are scholarly men and women who devote much of their lives to research and study in various fields of knowledge. Though not true spell casters, sages whose major field of knowledge is magic, have the ability to learn up to seven levels of spells and/or alchemical abilities, and are the only class that can learn spells from more than one field of study. They cannot, however, learn spells or abilities of greater than fourth level in any single field of study, and are limited to the following multi-class combinations and alignments:

POSSIBLE MULTI-CLASS FIELDS OF STUDY	ALIGNMENT
Mysticism and alchemy	All good or neutral alignments
Sorcery and alchemy	Any
Sorcery and witchcraft	Any
Sorcery and necromancy	Any evil alignment
Sorcery, witchcraft, and alchemy	Any
Sorcery, necromancy, and alchemy	Any evil alignment
Sorcery, witchcraft, and necromancy	Any evil alignment
Witchcraft and alchemy	Any

Though sages can learn the lower level spells and abilities of these various fields of study, there are certain special abilities (inherent to true practitioners of any one of these fields) that they cannot learn or acquire through study alone. These are:

1) The witch's/warlock's ability to identify unknown plants, and the ability to pass through wooded areas without leaving traces.

2) The necromancer's night vision, immunity to magical fear, resistance to undead attack forms, and ability to "turn" undead, cannot be acquired. The ability to communicate with undead can be learned so long as the sage devotes at least two of the possible seven spell/ability levels to the study of necromancy.

3) The mystic's ability to "turn" undead.

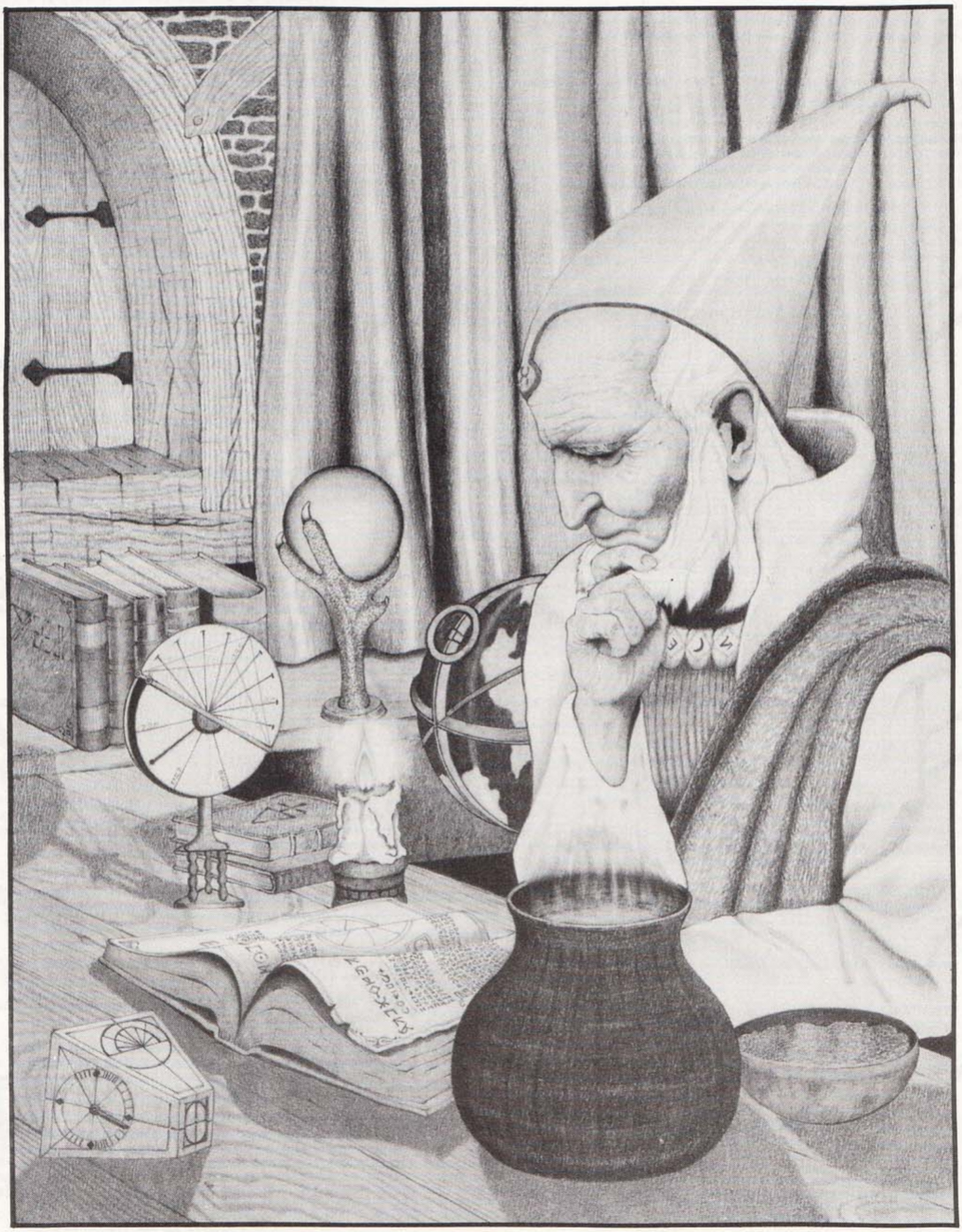
4) Any of the alchemist's metaphysical abilities, except "the ability to isolate and utilize rare earths," which can be learned. Alchemical script and the ability to identify common herbs and plants can be learned, so long as the sage devotes two of the possible seven spell/ability levels to the study of alchemy.

While these special abilities are denied to the sage, there are advantages to not specializing in one magical or alchemical field. For instance sages need not adhere to the mystic's oath of non-violence; though sages cannot acquire night vision, they still retain the ability to see normally in daylight, which is more than can be said for a necromancer. Sages are also quite good at reading magical scripts, runes and symbols, receiving a bonus of +1 (or +5%) if a save vs. Intelligence is required to decipher any particularly ancient or obscure inscription. Because sages are not true spell casters, they have no weapon or armor restrictions. They may be treated as sorcerers or untrained fighters with regard to fighting abilities, hit points, etc.

Once a sage has reached his or her maximum spell casting ability, he or she may learn and inscribe higher level spells which come under the jurisdiction of one of their fields of magical study. Such additional spells may only be cast from scrolls, with the usual chance of spell failure.

Sages may progress in ability as multi-class characters, but they do not have to do so; i.e., a sage may attain up to four levels of ability in one magical field before entering a second or third field of study, or study up to three fields simultaneously.

Magical Inscriptions



INSCRIPTIONS

Spell casters have long recognized the magical powers of written runes, symbols and certain geometric forms, such as circles, triangles, etc. The writing of any magical inscription is a complex and exacting process, for in order to be effective, a magical inscription must be absolutely flawless in line and form. As the slightest error will render a magical inscription useless, all attempts at performing any form of magical inscription are subject to a save vs. Intelligence to determine if the writing has been correctly executed. In most cases the game judge will roll such a save in secret, for the spell caster will normally be unable to determine if the inscription is flawed.

Included in this supplement are three different types of magical inscriptions; RUNES, SYMBOLS, and CIRCLES OF PROTECTION.

RUNES: Runes are writings of magical power which must be engraved or etched into an object or device in order to be effective. The "Runes" spell allows the caster to engrave any single rune upon the surface of a staff, wand, piece of armor, amulet, shield, or sword. A full hour is required to complete the rune, after which it will give one of the following powers to the bearer of the item:

This rune, known as "Os" represents the power of the mystic's patron deity, and gives its bearer +1 (or +5%) saves vs. the special attack forms (such as paralysis, energy drain, aging, possession, etc.) of any undead creature or demon.

Eolh is a rune of protection. Engraved upon any piece of armor, shield or amulet, this rune will improve the bearer's armor class/parrying ability by +1 or +5%, respectively, and give him or her a 5% magic resistance.

This rune, known as Haegl, represents cold and ice. Its bearer will have +1 or +5% saves vs. all cold-based attacks.

This rune, called Ken, signifies fire, and its bearer will always have +1 (or +5%) saves vs. fire or magical flame.

Lagu is the rune of water, and its bearer will be 95% immune to death by drowning.

Doeg is a rune of goodness and magic. Its bearer will be able to detect evil magic of any sort (20 ft. radius) at will.

Nyd stands for will and courage, and bestows upon its bearer +1 (or +5%) saves vs. fear and magical control or influence.

Rad signifies a long journey, and is the rune of travelers. Those who bear this rune upon a weapon or device will never become lost in an unfamiliar area, for they will know in which direction "true north" lies.

Tir is a rune of war and battle. Though a mystic may not bear this rune by itself, he or she may engrave it upon the weapon of a trusted companion, giving its bearer +1 (or +5%) attack abilities, and +1 damage.

Eoh is the rune of yew, a wood which is of sacred significance to runecraft. Any staff made of yew and engraved with this rune can be turned into a runestaff, which will have the following properties:

1) A runestaff may only be used by its maker, who must be a mystic. Anyone who attempts to steal or grasp a mystic's runestaff will take 1-4 points of damage (as per the spell, Mystic Bolt) per minute, until he or she lets go of the staff.

2) A runestaff may be engraved with up to three additional runes (of its maker's choice).

3) A runestaff increases its maker's chances of turning undead creatures and demons by +1.

4) Both demons and undead creatures will recognize a runestaff on sight, reacting with fear if they are weaker than the bearer of the staff, and anger if they believe themselves to be more powerful than the bearer.

Note: A runestaff is the only type of item which may be engraved with more than one rune, and any rune may be drained of its power by a successful dispel magic. At the game judge's option, other runes may be created or "discovered" by player or non-player characters and added to those included in this supplement (also, at the Game Judge's option, druids may be allowed to use runes and runestaffs.).

SYMBOLS

Symbols are magical inscriptions that may be inscribed in the air, over archways, on doors, chests, etc. Unlike runes, they need not be engraved or etched into a solid surface or object; the caster need only trace the outline of any given symbol with his or her hand in order for it to be effectively inscribed in the desired area. A symbol cannot be carried or worn, for it must remain in the exact location where it was inscribed.

Symbols are generally used as wards against intruders, thieves, etc. Any who read, pass under, over, or through any area upon which a symbol has been inscribed, must make whatever save is allowed for the symbol in question, or suffer its effects. All symbols remain effective until dispelled (or until the area where they have been inscribed is destroyed), and take one full minute to inscribe.

The most commonly used symbols are:

(ENERGY) Any who encounter this symbol must save vs. Constitution or be knocked unconscious (for 5-20 minutes) by a powerful burst of magical energy. Those who make their save will still be stunned for 1-4 minutes.

(SILENCE) Those who encounter this symbol must save vs. Will or be unable to speak or communicate verbally for 5-20 minutes. Those who make their save will be unaffected.

(CONFUSION) This symbol causes any who encounter it to save vs. Intelligence or become confused for 5-20 minutes (as per the spell Psychic Assault; Confusion). Those making their save will not be affected.

(APATHY) Any who encounter this symbol must save vs. Will or become listless, bored or completely disinterested in taking part in any sort of activity (as per the spell Emotional Influence; Apathy). Duration is 5-20 minutes, and those who make their save will not be affected.

(ANTIPATHY) - Any who encounter this symbol must save vs. Will or become extremely violent and attack all others in their presence for 5-20 minutes (as per the spell Emotional Influence: Antipathy). Those who make their save will not be affected.

(PAIN) Those who encounter this symbol must save vs. Constitution or experience such wracking pain that they will be completely incapacitated for 5-20 minutes. Those who make their save will not be affected.

(COMMAND) This symbol acts as a limited version of the spell, Word of Command. Any who encounter this symbol must save vs. Will or be forced to obey one of the following commands:

1) "HOLD": Victims of this command will stop in their tracks and refuse to move until the symbol's effect is dispelled. If associates try to coerce or force the victim into moving, he or she will fight.

2) "FLEE": Victims of this command will run from the vicinity of the symbol (at top speed) for 5-20 minutes. If restrained they will fight.

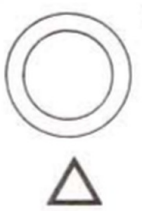
3) "SLEEP": Victims of this command will instantly fall into a deep, magical sleep for 5-20 minutes. Only a dispel magic, wish, limited wish or minor miracle will be able to wake such victims before the effects of this symbol wear off.

The caster must determine which command the symbol will be "programmed" for prior to its inscription. Those who make their save will not be affected by a symbol of command.

CIRCLES OF PROTECTION

Circles of Protection are the most powerful types of protective inscriptions, and perhaps the most commonly used form of written magic. All classes of spell casters are capable of inscribing such circles, regardless of level of ability. As they are not spells, the only limitation with regard to the number of circles which a spell caster can inscribe is time, for each circle of protection takes one full hour to complete. A circle of protection may be inscribed in soft earth, written in chalks, or permanently etched into any smooth stone or metal floor (the latter method taking one full week to complete). Only one person can stand within the protective confines of a magic circle of protection; if more than one person attempts to enter the circle, its power will be (temporarily) negated. As with all inscriptions, a save vs. Intelligence is necessary to determine if any circle of protection has been properly inscribed.

The most commonly used circles of protection are:



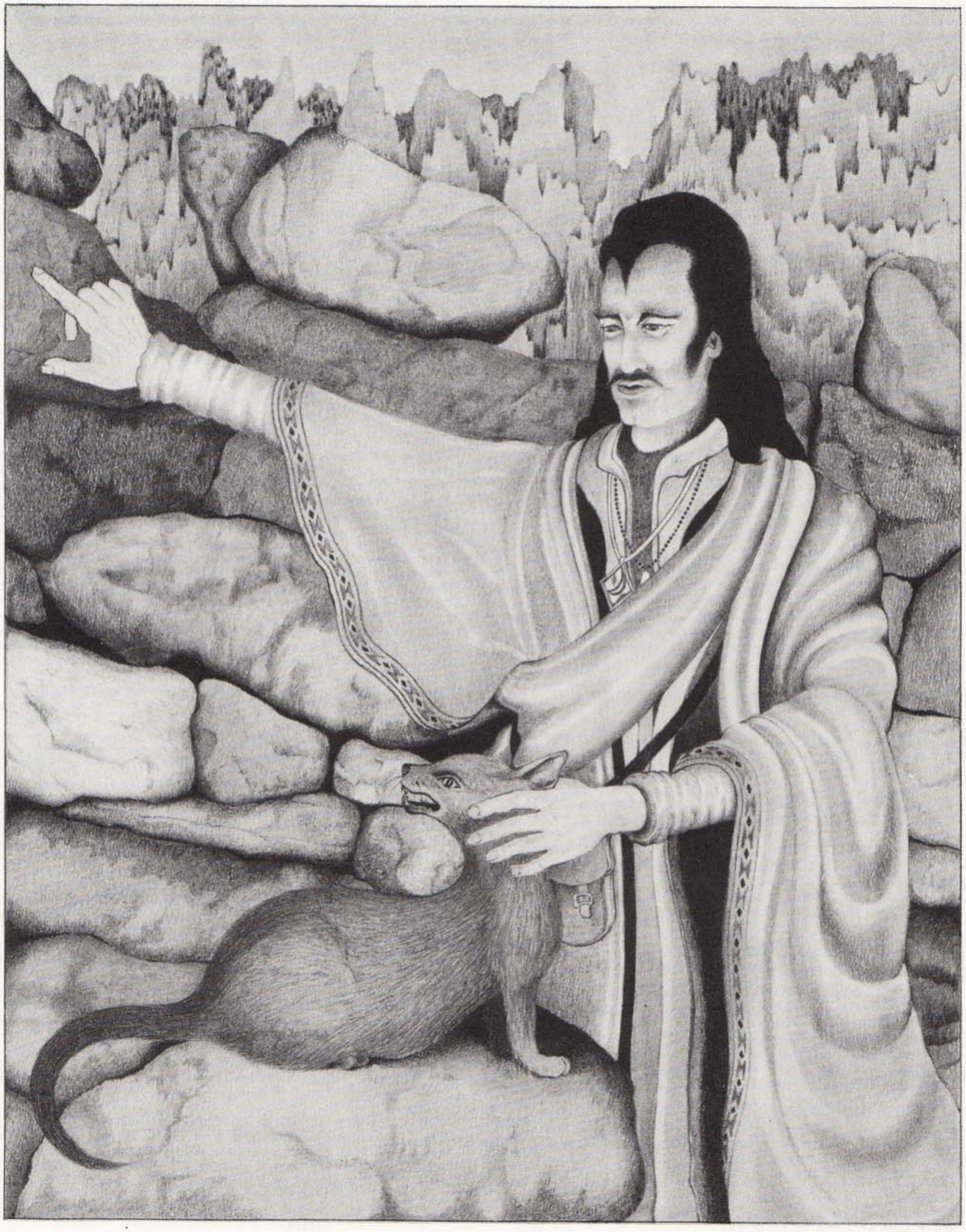
1) TRADITIONAL CIRCLE OF PROTECTION VS. SUMMONED CREATURES (WITH THAUMATURGIC TRIANGLE): The most common of all magic circles, this inscription protects the caster against all summoned creatures except elementals. The thaumaturgic triangle is used to contain the creature being summoned, and requires an additional save vs. Intelligence to determine whether it too has been correctly inscribed (see SUMMONED CREATURES).

2) PROTECTION VS. MAGICAL INFLUENCE AND CONTROL: This version of a thaumaturgic triangle and circle will protect the caster against all forms of Psychic Assault, Hypnosis, Charm, Emotional Influence, etc. The beneficiary of this protective circle will likewise be unable to cast such spells from within the circle.

3) PROTECTION VS. MAGICAL ENERGY: The pentagram within a circle confers protection against all (non-elemental) forms of magical energy, such as the spells Power Bolt, Mystic Bolt, Arcane Bolt, Magic Missile, Energy Field, etc. It is impossible to **cast** such spells from within the safe confines of **this** circle.

4) PROTECTION VS. ELEMENTALS AND ELEMENTAL FORCES: The square within a circle will protect a caster from any summoned elemental, and likewise offer protection against all elemental forces and spells, such as Eldritch Fire, Lightning Bolt, Elemental Attack, Tempest, etc. While inside this circle, it is not possible to cast spells of an elemental nature.

Familiars



FAMILIARS

Familiars are the least powerful of the various demon types, representing the absolute lowest echelon in the hierarchy of demons. On their own abysmal planes of existence, these minor demons are the pawns, scapegoats and slaves of virtually every other type of demon. It is for this reason that there is so little risk in summoning a familiar, for these creatures will gladly accept a new master in exchange for a chance to escape from the eternal torment of their home planes.

The procedure for summoning a familiar is similar to that of the standard summoning ritual, but since no magical inscriptions or protections are needed, there is no chance for failure. The summoner needs only burn a minimum 100 G.P. worth of incense, herbs and spices (in a brazier, pan or censer) and cast the summoning spell, and within 1-4 minutes, a familiar will arrive. As the Summon Familiar spell is neither very powerful nor especially accurate, the summoner can never be sure of what type of familiar he or she will get. The Game Judge must therefore roll % dice to determine what type of familiar the spell will "gate" in:

01 - 80% = Familiar Spirit

81 - 90% = Gremlin

91 - 95% = Imp

96% - 100% = Manes

Regardless of what type of familiar is summoned all will have the following common attributes:

1) All familiars will serve their masters loyally until destroyed or "dismissed." Though familiars, like demons, are evil in nature, they will always adopt the same alignment as their master; this is a matter of self-preservation, for familiars know that if they displease their masters they can be "dismissed" and sent back to their own wretched plane of existence. A spell caster can dismiss a familiar anytime he or she wishes to be rid of it by simply reciting the Summon Familiar spell in reverse. For this reason, a summoned familiar will always obey its master, with one exception:
   If a familiar is ordered to perform any action which will certainly lead to its death, its pact with the summoner is considered to be broken, and it may go where it pleases. Familiars freed in this manner can be quite dangerous and spiteful, and will certainly seek revenge upon their former master.
2) All familiars have the ability to communicate telepathically with their masters, up to a range of one mile, and can also relay sensory impressions (such as sight, hearing, etc.) to their masters by the same means.
3) All familiars have the ability to communicate with any type of demon or devil, and, in the case of disembodied familiar spirits, the animal-type whose body they have "possessed."

Note that a spell caster is permitted only one familiar in his or her service at any given time, and the Summon Familiar spell can only be cast once per year.

FAMILIAR SPIRITS

SIZE: Variable, see descriptions

STR: 4-6 DEX: 19 CON: 18

INT: 12 WILL: 7 CHA: 1

ARMOR/PARRY: Leather, with modifications (see chart)

HIT DICE/ATTACK: HD 3/25% with modifications in some cases (see chart)

DAMAGE: Variable by type, see chart

SPECIAL ABILITIES: See below

SPEED: 2x (in animal form)

HIT POINTS: 10+ d4

ALIGNMENT: Variable

Familiar spirits are by far the most common of all summoned familiars. Though they have a semblance of physical reality on their home planes, they have no true form when summoned into any material plane of existence, and so must "possess" the body of an animal in order to become corporeal. When the Game Judge's die roll indicates the arrival of a familiar spirit, the judge must roll again (on a d8) to determine what animal forms the spirit can locate and possess:

Die Roll	Type of Animal	Damage	Armor/Parry Modifiers	Special Abilities, Attacks
1, 2	Black Cat	Claws; 1-3 points	-4 (-20%) due to dexterity	Night vision, move silently (95%) +3 (+15%) to hit (due to great dexterity)
3	Owl	Claws; 1-2 points	-2 (-10%) due to speed and size	Night vision, excellent peripheral vision (surprised only 10% of the time)
4	Bat	Bite ; 1 point	-3 (-15%) due to speed and size	Ability to navigate even in magical darkness, detect illusions by sonar (90% effective) +2 (+10%) to hit
5	Wolf	Bite; 1-6 points	No modifiers	Superior hearing, tracking by scent (85%)
6	Raven	Claws; 1-2 points	-2 (-10%) due to speed and size	Keen eyesight, ability to communicate verbally (a la Edgar Allan Poe's "The Raven")
7	Rat	Bite; 1 point	-3 (-15%) due to speed, size and dexterity	Keen sense of smell (especially with regard to other animals and food), burrowing ability, +6 save vs. all poisons.
8	None available*	-	-	Special

*Familiar spirits will only possess the body of a strong, healthy animal. For this reason, if a suitable host is not available in the vicinity of the summoning, the spirit will be forced to remain in its non-corporeal form. In such cases it is not uncommon for the disembodied spirit to inhabit a nearby object such as a cauldron, mirror, crystal ball, etc. (the Game Judges should choose the object to be occupied). While such spirits have no physical form (and hence no strength or mobility) they are useful as "sentries", having the ability to assume a frightful, ghost-like form once a day (for up to 5 minutes). Those who see the spirit in this form must make a save vs. Intelligence or flee in fear for 2-12 minutes.

Disembodied spirits also have the ability to predict the future (as per the witch's spell Foretell) once per week. They can be quite uncooperative with regard to this ability though, and have a tendency to become rude and obnoxious if consulted more than once a month (20% chance of this happening). Another problem with this type of familiar is that there is a 2% chance of the spirit losing its sanity each month that it is forced to be without a physical body (Game Judges should roll % dice once for each month of game time). Disembodied spirits who become insane are probably the worst nuisances in existence, for they wail, sing, tell stupid jokes, insult their betters, and refuse to obey their poor masters. For some unknown reason, disembodied spirits cannot be dismissed as other familiars can, and must instead by exorcised by a capable priest or mystic.

Disembodied spirits who do find an animal form have no chance of going insane, and will never disobey or be disrespectful to their master. In their inconspicuous animal forms they are quite useful as spies or scouts, for only those capable of true sight (or similar magic) will be able to detect the fact that they are not ordinary animals.

GREMLIN

SIZE: Height 6 inches, Weight ½ lb.

STR: 4 DEX: 19 CON: 18

INT: 12 WILL: 7 CHA: 1

ARMOR/PARRY: Leather, -2 (-10%) to hit due to speed and size/no parry

HIT DICE/ATTACK: HD 3/25%

DAMAGE: Spear 1-3

SPECIAL ABILITIES: Invisibility,

E.S.P. (range 10 ft.), detect magic, regeneration (one point per minute)

SPEED: Flying; 2x

HIT POINTS: 10+ d4

ALIGNMENT: Variable

Although Gremlins are the smallest of all the minor demons, they have certain special abilities which are unique to their species. Not the least of these abilities is the Gremlin's power of E.S.P., which, though limited in range, can be very useful to the familiar's master; with their diminutive size and ability to become invisible (at will), Gremlins make excellent spies and eavesdroppers.

Like certain types of sprites, Gremlins are also capable of creating a strange toxin, which they use to cover the tips of their needle-sharp spears. This toxin causes victims to make a save vs. Constitution or fall into a deep sleep which will last for 5-10 (d4+6) minutes. Only a Neutralize Poison spell will wake any victim of this toxin before its effects wear off. If a Gremlin is asked by its master to reveal the secret of making this toxin, the pact of summoning is considered broken, and the Gremlin will be free to go wherever it wishes. It should be noted that there are quite a few gremlins loose on the prime material plane because of this ancient clause in the pact of summoning.

Gremlins are capable of detecting magic at will, but in order to use this ability they must actually touch the object or device in question before making a determination. Gremlins also regenerate one point of damage per minute when wounded or hurt in any way.

IMP

SIZE: Height 2-3 feet, Weight 30-40 lbs.

STR: 6 DEX: 19 CON: 18

INT: 12 WILL: 7 CHA: 1

ARMOR/PARRY: Leather/ 10% parry if using a weapon

HIT DICE/ATTACK: HD 3/25%

DAMAGE: Tail; 1-4 + poison

SPECIAL ABILITIES: Invisibility, detect magic, by sight, regeneration poison sting, shape change (1x per day)

SPEED: Flying; 1½x

HIT POINTS: 10+ d4

ALIGNMENT: Variable

Imps are the most versatile of the minor demons, and as such, make excellent familiars. Once a day an imp may shape-change into any of the animal forms which disembodied spirits are able to "possess", and can become invisible at will. Their sharp pointed tails contain a venom which does 1-6 points of damage per round for 2-8 rds. (save vs. Constitution for ½ damage).

Like gremlins, imps can detect magic, but they are capable of detecting magical emanations by sight. They are fairly good flyers, and can be taught to use swords which have been scaled to their size (treat as a dagger).

MANES

SIZE: Height 3 ft., Weight 20-30 lbs.

STR: 8 DEX: 19 CON: 18

INT: 12 WILL: 7 CHA: 1

ARMOR/PARRY: Leather/no parry

HIT DICE/ATTACK: HD 3/25%

DAMAGE: Claws 1-3/1-3 Bite 1-2

SPECIAL ABILITIES: Invisibility, detect magic by sight, immunity to control spells, fire, cold and lightning, regeneration, poison bite, communicate with undead (see below), acute sense of smell

SPEED: 1x

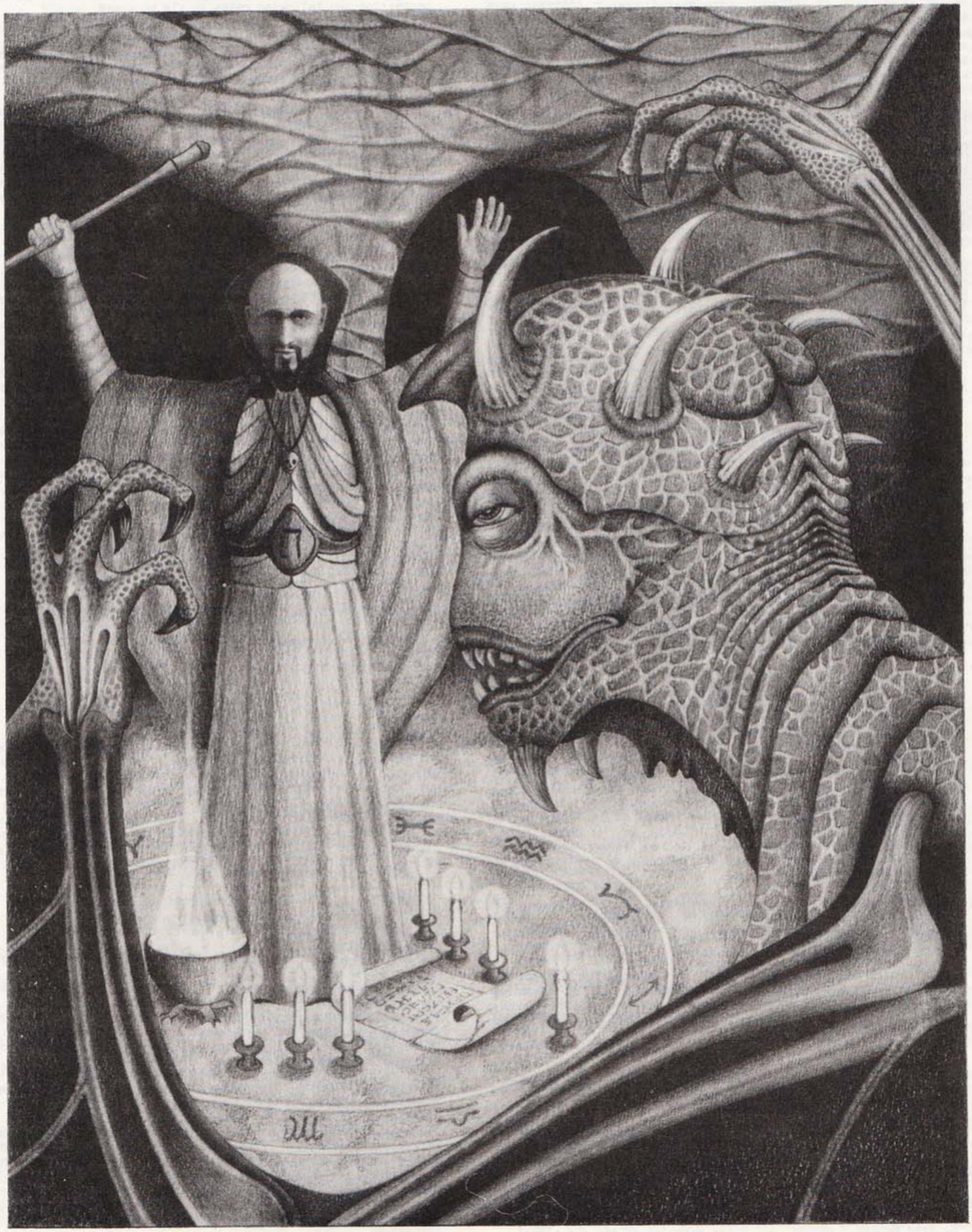
HIT POINTS: 10+d4

ALIGNMENT: Variable

The most evil-natured of all familiars, manes can be difficult for good or neutral spell casters to control, for these creatures are not happy unless thay are employed in some sinister pursuit. A manes will always try to pervert a good or neutral master's orders by adhering to the letter of any less-than-evil command. Because they can communicate with any type of undead, manes do have some value (especially where necromancers are concerned), and their acute sense of smell makes them fairly good trackers (base 75% chance of success indoors or in the wilds).

In melee, manes get three attacks (2 claws and a bite). They cannot be taught to use weapons of any sort.

Summoned Creatures



Although there are several different types of summoning spells which may be employed by the various classes of spell casters, all such spells are derived from the same source, which is the "Ancient Pact of Summoning." While the origins of this pact are lost in antiquity, its conditions have remained the same over eons of time. Simply stated, the pact of summoning allows the spell caster to summon a specific creature (or creatures, in some cases) from its home place of existence and request of it a single service or favor. In most cases, a circle of protection against summoned creatures and a thaumaturgic triangle must be correctly inscribed on the ground or floor of the area in which the creature is to be summoned (see the Chapter on MAGICAL INSCRIPTIONS for details). Once this has been done, the spell caster must burn an offering of a minimum of 100 gold pieces worth of incense, aromatic herbs and spices.(Note that certain summoned creatures will require more "costly" offerings, as stated in their descriptions). While the incense burns, the spell caster must enter the circle and recite the summoning spell until the desired creature arrives.

Within 1-3 minutes the summoned creature will appear within the area of the thaumaturgic triangle and exhibit one of the following responses:

1) If the circle and triangle were correctly inscribed and a suitable offering has been made, the summoned creature will obey any single command of the spell caster within the prescribed conditions of the specific pact of summoning for that creature. As these conditions often vary according to the type of creature summoned, it is necessary that the spell caster know what the creature he or she has summoned is required to do (see the description of the creature in question for details). If a summoned creature is commanded to do anything that it is not required to do, the pact is considered broken and the creature will be free to do what it wishes.

2) If either the circle or the triangle was not correctly inscribed, the pact of summoning will not be effective, and the summoned creature will react according to its alignment; i.e., good or neutrally aligned creatures will simply return to their home plane, while evil creatures may seek to slay the summoner if they have the power to do so. Additionally, the caster may be faced with "possession" if a demon was being summoned (see POSSESSION).

3) If both the circle and the triangle were not correctly inscribed, the summoned creature will appear momentarily and then vanish back to its own plane.

Note: Even if the circle and triangle have been correctly inscribed, the caster will have to seal the pact of summoning by giving the summoned creature its required offering. The only alternative to this method is to seal a pact by force or coercion (demons in particular may have to be dealt with in this manner, as good or even neutral characters will find certain of their "required" offerings to be quite detestable). A summoned creature may be forced into submission by any of the following means:

a) The Power of Good: The use of Holy Water, Holy Symbols and certain clerical/mystic spells such as Blessing, Mystic Flame, etc. will cause evil creatures (such as demons) to save vs. Will or submit to service. A cleric, mystic or priest of good or neutral alignment must be present with the summoner in order for any of these methods to be effective.

b) Magical Threat: If the creature's true name is known, it may be threatened with a terrible curse, or through the use of certain spells and devices (see Sorceror's Spells; also Major Arcana). Certain other spells may also be effective if the creature is not resistant to their effects in some way (such as magic resistance, special immunities, etc.) The threat of death is never effective against demons, who can only be truly slain on their home planes.

c) Physical Threat: Certain magical artifacts (such as the Dreaded Rod of Blasting, items which trap the soul, etc.) may force a summoned creature into service if used successfully (see Major Arcana).

In any case, it should be noted that an unsuccessful attempt to coerce or threaten a summoned creature breaks the pact of summoning and exposes the caster to immediate attack; once the pact is broken, no magical inscription can protect the caster, and the circle and triangle lose all effectiveness.

POSSESSION BY SUMMONED CREATURES

Certain summoned creatures (most notably demons and certain types of spirits) have the ability to "possess" the bodies of living beings, or in some cases, inanimated objects. Just as a disembodied familiar spirit will often house itself in an object or device, so will certain spirits possess (or haunt) a building or area. While demonic possession of inanimate objects is very rare, spirit possession is common enough that nearly everyone has heard stories of "haunted houses," ghosts, and other examples of the paranormal.

In such cases where a spirit has possessed an inanimate object, building, or area, the usual explanation is that, for some reason, the spirit is either unable or unwilling to move on to its next plane of existence. Creatures or beings who meet with a violent end or are the victims of foul play will occasionally remain (in spirit form) at the place where they met their demise,and refuse to move on until they have been avenged in some way. Such spirits (known as revenants) may attempt to use their powers to enlist the aid of living creatures, and truly evil (or desperate) spirits may even attempt to "possess" the body of a living creature in order to use it to gain its revenge. In any case of possession or attempted possession the following rules should be noted:

1) The intended victim of an attempt at "possession" is always allowed a save vs. Will to resist its attacker. Depending on your Game Judge, certain modifiers may increase or decrease the chance of success for such a save.

2) Any time a mystic, cleric or priest attempts to exorcise a spirit or demon from the body of a living creature (or from an inanimate object), the spirit or demon is likewise allowed a save vs. Will to resist the exorcism. The application of holy water will usually lower the possessor's chance to save by -1 (or -5%), and if the spirit or demon's true name is known (and used by the exorcist) its save is further lowered by -3 (or -15%).

DEMONIC POSSESSION

Demonic possession occurs most frequently when a summoner has failed to correctly inscribe either the traditional magic circle of protection or the equally important thaumaturgic triangle. When this has happened a random "gate" is opened between the material plane and one of the nether regions, and practically anything is likely to appear to attack the unfortunate summoner. Due to the inexact and transient nature of the gate, whatever comes through it will not physically attack the summoner, but rather attempt to possess his or her body as a measure of revenge for daring to tamper with the forbidden realms of the nether regions. In such cases the Game Judge may roll on the following table to determine if anything has seen the gate and entered the prime material plane. (Note: If the die result shows that more than one demon has come through the gate, each is allowed a separate chance to possess the caster; multiple possession is quite possible, and multiple exorcisms would be needed to remedy such a situation.

DEMONIC POSSESSION TABLE (ROLL & DICE)

01-79% = No demonic presence

80-85% = Disembodied familiar spirit

86-89% = Lesser demon (50% common, 50% fiend)

90%-93% = Greater demon (roll d6 to determine type)

- 1-2 = Common
- 3 = Incubus
- 4 = Succubus
- 5 = Kalkydri
- 6 = Empusa

95-95% = Nether demon

96% = 2-8 greater demons, roll d6 to determine types

97% = 2-8 nether demons

98% = 5-40 greater demons, roll d6 to determine types

99% = Roll twice on this table, ignoring this result

100% = Roll three times on this table, ignoring this result.

In any case of demonic or spirit possession, the Game Judge must assume the role of the possessor(s) and take control of the possessed character until the possessor(s) can be exorcised. Characters who have been possessed by a spirit will generally have some purpose (revenge, justice, evil-doing) in mind, and should be played accordingly. Characters suffering demonic possession, on the other hand, will generally suffer "attacks" of extremely evil and/or destructive behavior; the possessed character in this case may seem quite normal most of the time, until he or she suffers another "attack." The Game Judge may opt to roll a save vs. Will anytime the character is under stress, in the presence of good, on the verge of exhaustion, or even at random. If the save fails, the Game Judge can take control of the character and act accordingly. A time limit (known only to the Game Judge) could be set to determine the duration of any "attack" (say, 5-20 minutes), afterwhich the character can be allowed to return to normal. There is practically no limit to the fun a sadistic Game Judge can have with this kind of situation.

DEMONS

Demons are the infernal denizens of the undead and shadow realms which lie upon the lowest planes of existence. Though chaotic by nature, these evil creatures recognize (with varying degrees of reluctance) a mercilessly enforced chain of command, known as the Hierarchy of Demons. In ascending order of authority, the Hierarchy of Demons reads as follows:

Minor Demons (familiars)
Lesser Demons (Common, Fiend)
Winged Demons
Greater Demons (Common)
Greater Demons (Empusa, Kalkydri, Incubus, Succubus)
Nether Demons
Arch-Demons (seven in all)
Mephistopheles (Lord of the Nether Realms)

With the exception of familiars, all demons have the following attributes in common:

1) Immunity to control-type spells such as charm, hypnosis, emotional influence, etc. Though demons can be forced or coerced into service, they cannot be controlled,possessed or "dominated" (as per the spell Psychic Assault).

2) Immunity to poisons

3) Resistance (½ damage) to fire, cold and lightning.

4) Immunity to non-magical weapons.

5) Magic resistance (degree varies by type)

6) The ability to "possess" a summoner who fails to correctly inscribe either the traditional circle of protection or the thaumaturgic triangle (see Possession By Summoned Creatures).

7) Night vision

Demons despise (and fear) those who represent the powers of good, and holy items of all sorts. Holy water will do 2-8 points of damage to a demon, and drive any demon not confined by a thaumaturgic triangle into a murderous rage. If a holy symbol is held in front of a demon it must save vs. Will or shield its eyes (thereby hesitating for one minute) before it may attack. While initially effective, this method will only work once in any encounter with a demon, for the creature will simply avoid looking directly at the symbol when it resumes its attack.

Demons also hate and fear the powerful beings known as guardians, and attack/defend at -1 (-5%) when in their presence.

LESSER DEMONS

Lesser demons are dull-witted, cruel creatures who love inflicting torture and misery on those weaker than themselves (such as minor demons). As much as they enjoy tormenting weaker creatures, they are themselves the objects or scorn and abuse from stronger demons who use them as slaves and servants of the most menial sort. Because of the unenviable position which they occupy in the hierarchy of demons, lesser demons are perhaps the most hateful and spiteful creatures in existence. There are two known types of lesser demons: the "common" lesser demons, and the winged creatures known as Fiends.

LESSER DEMON (COMMON)

SIZE: Height 6 ft.+, Weight 250 lbs.

STR:19 DEX:10 CON:19

INT:10 WILL:8 CHA:2

ARMOR/PARRY: Leather/30%

HIT DICE/ARMOR: HD8/40%

DAMAGE: By weapon type, +4 (one attack)

SPECIAL ABILITIES: None, besides those listed for all demons.

SPEED: 1x

HIT POINTS: 30 + 1 - 8

ALIGNMENT: Chaotic Evil

The common variety of lesser demons tend to resemble a repulsive mixture of humanoid and goat. While appearances vary from individual to individual, these creatures are consistently mean and untrustworthy. Unless forced to swear a solemn oath, they will always lie and attempt to mislead those who summon them.

In melee these lesser demons prefer to use slashing and mauling weapons such as sickles, spiked clubs and battle axes. Though not particularly agile, they are quite strong, and enjoy slaughtering weak, wounded, or helpless foes.

When summoned, common lesser demons require an offering of a small animal or a minimum 200 gold pieces. Once a pact has been sealed, the demon will obey any single command, though complicated orders may be a bit much for their slow minds to grasp.

FIEND (LESSER DEMON)

SIZE: Height 6 ft. Weight 150+lbs.

STR:18 DEX:12 CON:19

INT:18 WILL:8 CHA:2

ARMOR/PARRY: Leather/no parry

HIT DICE/ATTACK: HD9/45%

DAMAGE: Claws; 1-8 ea., Bite; 1-4 (three attacks)

SPECIAL ABILITIES: Limited flight

SPEED: Flying; 1x, on foot; ½x

HIT POINTS: 40 + 1 - 8

ALIGNMENT: Chaotic Evil

Fiends are lesser demons of hideous aspect and wretched temperment. Even amongst demons, these vile creatures are shunned, and no other demon type will tolerate their foul presence amongst their number. Though physically amongst the weakest of demons, fiends are extremely cunning and possess the uncanny ability to "blend" into even partially- darkened surroundings. So accutely developed is this ability that fiends surprise normally-sighted victims 90% of the time, and surprise creatures with night vision 80% of the time (as demons do not radiate heat, treat individuals with infra-vision as though they had normal sight).

Fiends also have an unusual propensity for spotting magical "gates" and inter-planar rifts, with the result that they are not so uncommon on the prime material plane as some would believe. In fact, the legends of bogey-men may well have originated from sightings of fiends who have made their way through a gate or rift and taken residence in a cave, woods or deserted hovel.

WINGED DEMONS

SIZE: Height 7 ft. Weight 300+lbs.

STR:20 DEX:19 CON:20

INT:19 WILL:14 CHA:10

ARMOR/PARRY: Chain Mail/60%

HIT DICE/ATTACK: HD 12/60%

DAMAGE: Scimitar; 1-8+13 (two attacks)

SPECIAL ABILITIES: Flight Teleport/ Dimensional Travel (1x each per day), Detect Invisibility (at will), 25% Magic Resistance

SPEED: Flying: 3x, on foot: 1x

HIT POINTS: 60 +2d8

ALIGNMENT: Lawful Evil

Winged Demons are the swift and terrible messengers of the seven arch-demons. Though technically lower in rank than the greater demons, winged demons recognize no masters save Mephistopheles and the particular Arch Demon whom they are entrusted to serve. As they are strong flyers and can teleport or dimension travel (1x per day for each ability), winged demons may be encountered on any plane of existence. They are occasionally mistaken for djinn by less than expert observers and novice spell casters.

When summoning a winged demon, the spell caster should know exactly what service he or she will require of the creature, for winged demons are both proud and impatient. If the summoner seems the

slightest bit confused or indecisive, the winged demon will mock him or her and possible (60% chance) even return to its home plane. Despite their great strength and imposing stature, winged demons cannot be made to do battle for their summoner; they can, however, be made to transport the summoner (and up to six others) anywhere desired, return lost or stolen articles, or deliver any message, article or person(s) to any location. An offering of at least 1000 gold pieces worth of gems is required in order to seal the pack; if less than the minimum is offered, the winged demon will either depart in disgust (75%) or snatch up the summoner and deposit him or her in some hostile or remote area. Note that the circle of protection will not stop the demon from attacking the spell caster in this case.

A winged demon may also be commanded to kidnap or apprehend any single creature or being, however, such a command entails a certain degree of risk. Though their teleporting and dimensional traveling abilities allow winged demons to surprise victims 90% of the time, they will abort such a mission if they encounter armed resistance, are unable to gain the advantage of surprise, or if the intended victim is protected by a magic circle or ward. Should such an instance occur, the winged demon will return to the summoner in a rage, and place a powerful curse on the spell caster before departing to its home plane. If forced to fight, a winged demon will not hesitate to do so, using the +3 scimitar that each of them carry.

GREATER DEMONS

There are four types of greater demons populating the lower planes of the infernal regions: Incububi (and their female counterparts, Succubi), Empusa, Kalkydri, and the common greater demons. Unless a spell caster knows the true name of a particular Incubus, Succubus, Empusa or Kalkydri, he or she will not be able to summon one of these creatures; only the more common types of greater demons may be summoned without such specific (and often dangerous) knowledge.

Regardless of the type of greater demon being summoned, all such demons have the ability to grant a wish of limited power. Wishes of this sort can be used to regain lost hit points, spells, mana, etc., but cannot be used to return a dead character to life, gain riches, or accomplish any similarly powerful magical effect.

GREATER DEMONS (COMMON)

SIZE: Height 8 ft. Weight 400+lbs.

STR:21 DEX:15 CON:21

INT:18 WILL:13 CHA:12

ARMOR/PARRY: Plate +1/No parry

HIT DICE/ATTACK: 16/80%

DAMAGE: Claws; 2-16 each, Bite; 1-6, Horns; 2-8 (total of four attacks)

SPECIAL ABILITIES: Detect invisibility, 50% magic resistance

SPEED: 1x

HIT POINTS: 80+2-12

ALIGNMENT: Lawful evil

The common types of greater demons are typically large, muscular, and quite hideous in appearance. On their home planes they are most often found in the service of an Arch Demon, being used to keep other, weaker demons in line. Unlike Empusa and Kalkydri, the common greater demons do not have any more than the usual demonic resentment of authority, and are fairly easy to keep in line, for they enjoy bullying and punishing their weaker charges.

In melee, these demons rely on their great size and strength and will seldomly use weapons of any kind, preferring instead to use their sharp fangs, claws and horns. They have no fear of death, for they know if killed in combat (on any plane other than their home plane) they may be rewarded by being "reincarnated" as an Empusa or Kalkydri.

If summoned, a greater demon will require an offering of a living human, humanoid or demi-human to be used for food. They may accept a generous (10,000+ gold piece) offering instead, if it is presented to them without any attempts at bargaining. If a successful pact is made, a greater demon will perform any single service for its summoner (so long as it does not have to travel more than one mile) or grant any wish of limited power.

EMPUSA (GREATER DEMONS)

SIZE: Height 8 ft.+, Weight 400+lbs.

STR:22 DEX:18 CON:22

INT:19 WILL:14 CHA:13

ARMOR/PARRY: Plat +2

HIT DICE/ATTACK: 18/90%

DAMAGE: Claws: 2-16+4 each; Hoofs: 1-8 each (total of four attacks)

SPECIAL ABILITIES: Detect invisibility, gaze turns victims to stone (3x per day), immunity to "surprise" immunity to all "gaze weapons", 75% magic resistance.

SPEED: 1x

HIT POINTS: 80+3-24

ALIGNMENT: Chaotic evil

Empusa are powerful demons of terrifying aspect and vile temperment. On their home plane they often wreak havoc amongst the hordes of lesser and minor demons, tearing and rending those who refuse to obey their commands. Though they dislike taking orders themselves, Empusa are occasionally forced into service by an Arch Demon, in which case, they will usually be employed as guards. Because Empusa cannot be surprised, they are physically (if not tempermentally) well suited for such work, and are mercilessly efficient.

In combat, an Empusa will usually attack with its powerful claws first, occasionally kicking or trampling opponents with their dangerously sharp hooves, which are made of brass. If hard-pressed they will focus their magical gaze upon the attackers, causing all within sight of the Empusa to make a save vs. Constitution or be turned to stone (Empusa themselves are immune to this form of attack). Though Empusa have bat-like wings, they are not good flyers, being slow and not particularly manuverable in the air.

If summoned, an Empusa will require an offering of a living human. Such a victim must be bound and helpless, so that the Empusa may devour it without a fight. Summoners who, because of alignment or personal beliefs, refuse to make such an offering had better be prepared to make an Empusa a very lucrative offer, or be prepared to force the demon into service. Once a pact has been sealed (one way or the other) an Empusa may be ordered to perform any single task for the summoner, or grant a limited wish. If ordered to stand guard over some edifice or object, an Empusa must remain at its post until the first time it actually attacks or repulses an intruder, after which it will have fulfilled the requirements of the pact and may return to its home place. Note that if an Empusa has been commanded to guard an underground labyrinth or some other isolated area, it may be forced to remain for eons if the guarded area suffers no intrusions.

KALKYDRI (GREATER DEMON)

SIZE: Height 8 ft.+, Weight 400+lbs.

STR:21 DEX:20 CON:20

INT:19 WILL:13 CHA:13

ARMOR/PARRY: Plate +3/No parry

HIT DICE/ATTACK: HD 16/80%

DAMAGE: Claws: 2-16+2 each; Bite: 1-6 + poison (see below)

SPECIAL ABILITIES: Detect invisibility, teleportation/dimensional travel (1x per day each) 60% magic resistance.

SPEED: 5x

HIT POINTS: 80+2-16

ALIGNMENT: Chaotic Evil

The twelve-winged Kalkydri are an extremely violent race of demons, and the fastest flyers in all the planes of existence. Like winged demons they are capable of teleportation or dimensional travel (1x per day for each). But, unlike winged demons, Kalkydri are seldomly used as messengers, being better qualified for

assassinations and abductions. Because of their terrifying speed, Kalkydri always attack first in any melee, and they surprise opponents 90% of the time. Their razor-sharp claws can easily cut through any type of leather armor (treat opponents in leather armor as unarmored targets), and their bite exudes a poisonous venom which causes victims to make a save or be paralyzed for 5-20 minutes.

Like Empusa, summoned Kalkydri require an offering of a living human. Kalkydri will accept no substitute for such an offering; the only alternative is to gain the demon's service by force. Once a pact has been sealed, a Kalkydri may be commanded to grant a limited wish or slay any single creature (whom the spell caster knows or has met at least once). Unlike winged demons, Kalkydri will fight if commanded to abduct a victim, though they will not allow themselves to be killed for such a cause.

INCUBUS/SUCCUBUS

SIZE: Height 7 ft. Weight 300 lbs.

STR:20 DEX:19 CON:20

INT:19 WILL:15 CHA:19

ARMOR/PARRY: Plate +2/No parry

HIT DICE/ATTACK: 16/80%

DAMAGE: Strangle; 3-18 points of damage per minute

SPECIAL ABILITIES: Detect invisibility, charm (by gaze), shape change, 70% magic resistance

SPEED: 1x

HIT POINTS: 80+2-16

ALIGNMENT: Lawful evil

An Incubus (or Succubus) is the product of the unholy mating of an Arch-Demon and a human spell caster. Though smaller in size than other greater demons, Incubi and Succubi are just as powerful, and in some ways even more dangerous, due to their magical abilities and terrible cunning. On their home planes they are the advisors and consorts of the seven Arch-Demons, and are often sent into the prime material plane to gather information or perform various sinister tasks. Because an Incubus or Succubus can shape-change into human form at will, these demons are particularly well-suited for such covert activities.

Incubi and Succubi also have the magical ability to "charm" victims with their piercing gaze. Humans are particularly succeptible to this form of attack, and must make a save vs. Will (at a penalty of -2 on the die) or fall under the demon's spell. If a human victim is of the opposite sex of the demon, this penalty is further increased to -4, due to the unnaturally attractive appearance which these demons affect when shape-changed into human form (treat as maximum human charisma).

Though an Incubus or Succubus can remain in human form indefinitely, these demons will revert to their true demonic forms if angered or attacked in any way. They will recoil at the sight of any holy symbol, and will never enter an area of religious significance, such as a temple, church, etc.

If summoned, an Incubus or Succubus will require an offering of a living human of the opposite sex, to be taken back with the demon to its home plane upon completion of the required service. Like all greater demons, Incubi and Succubi may be commanded to grant a limited wish, or perform any single service for the summoner, so long as a successful pact is made. If the demon is not given a suitable offering, it will attempt to seduce and/or kidnap one of the summoner's closest friends or relatives and take the victim back to its home plane.

In melee, an Incubus or Succubus will seek to strangle opponents with their powerful hands.

NETHER DEMONS

SIZE: Height 10 ft. Weight 600+ lbs.

STR:24 DEX:16 CON:22

INT:20 WILL:14 CHA:16

ARMOR/PARRY: Plate +4

HIT DICE/ATTACK: HD 20

DAMAGE: Claws: 2-16+8x2 Bite: 1-2+ poison (see below)

SPECIAL ABILITIES: See below.

SPEED: 1x

HIT POINTS: 100+3-24

ALIGNMENT: Lawful evil

Nether Demons are the lords and rulers of the lesser undead realms. Though subject to the commands of Mephistopheles and the Arch Demons, each Nether Demon rules his own "kingdom" of undead creatures. Because they are confined to the abysmal planes of the undead, Nether Demons despise all living creatures and covet them as slaves and objects of torture and humiliation. Terrible battles are often fought between the undead armies of one Nether Demon and the hosts of a rival Nether Demon, with the victor claiming the human (or demi-human) slaves of the losing side.

In melee a Nether Demon will either rake victims with its claws or attempt to bite with its poisoned fangs (50% chance for either attack). Those bitten by a Nether Demon must make a save vs. Will or immediately become a "willing" slave of the demon. (Only a Neutralize Poison spell can cure the victim of a Nether Demon's bite); a successful "hit" from a Nether Demon's claws will tear through any non-magical armor (treat such victims as unarmed opponents) and force the victim to make a save vs. Dexterity or be knocked to the ground from the force of the blow.

If summoned, a Nether Demon will require an offering of no less than two human or demi-humans to be used as slaves. Such "offerings" must be bound or otherwise helpless and in good health, or the Nether Demon will consider the pact broken and attempt to enslave the summoner by force. If a pact is made, the Nether Demon may be commanded to perform any single task, or gate in 1-10 skeletons, 1-8 zombies or 1-6 ghouls. Such undead are considered the property of the summoner, to do with as he or she pleases. Because Nether Demons are the rulers of the undead realms, undead creatures (on any plane) fear them and will obey their commands without hesitation. All Nether Demons have the spell-casting abilities of a 14th level necromancer.

ARCH DEMONS

There are seven Arch Demons who both rule the countless hordes of lesser and greater demons and are in turn subject to the rule of their merciless lord and master, Mephistipheles. Each one will appear when summoned by the names given to them by the ancient races who first knew and feared them. Their true names are known to none save Mephistopheles, and are said to be nearly impossible for humans to pronounce or retain in memory.

The only type of offering considered suitable by an Arch Demon is a 1/3 claim to the summoner's soul, payable upon the demise of the summoner. Only three such offerings can ever be made by any one character, and if one Arch Demon owns a 2/3 claim to the spell caster's soul, no other Arch Demon may be summoned by the individual. As such dealings are permanent and unchangeable, few summoners will ever risk their souls in this manner. The only way to avoid this offering is to attempt to force the summoned Arch Demon into submission (a perilous endeavor at best) or swear to serve the demon for a period of at least ten years. Such service as an Arch Demon will require is certain to corrupt and ruin all but the most evil of characters, and make such a person the enemy of all good and neutral creatures everywhere.

All Arch Demons have the following special abilities in common:

1.) Teleport or dimension travel at will

2.) Gate in 1-8 lesser demons, 1-6 winged demons, 1-4 greater demons or 1-2 nether demons

3.) The ability to detect invisible objects, creatures, etc.

4.) 80% magic resistance

SHAX (ARCH DEMON)

SIZE: Appears to be over 12 ft. tall

STR:? DEX:19 CON:24

INT:22 WILL:20 CHA:20

ARMOR/PARRY: Plate +6/no parry

HIT DICE/ATTACK: HD 24/no physical attack

DAMAGE: As per spell cast

SPECIAL ABILITIES: As stated below

SPEED: 2x

HIT POINTS: 200

ALIGNMENT: Lawful evil

Shax is the master of illusions, dreams and magic. He has the spell casting abilities of a 24th level sorceror, and can cast any spell of illusion at will. His illusions are of such power that all saves or attempts to disbelieve them are always at a minimum penalty of -4 on the die. Though he has physical form on his own plane of existence, Shax will always appear as a spectral, shadowy mist when summoned to the material plane. It is said that Shax's true form is so unspeakably horrible that any who see it must make a save vs. Intelligence or go permanently insane. In melee, Shax will never use physical force, prefering instead to rely upon his sorcerous powers and ability to become ethereal at will.

Shax's spectral body emmanates a magical force which causes all beings in a 20 ft. range of him to make a save vs. Intelligence or experience severe hallucinations. Those who fail their save will see only such things as Shax wills them to see for as long as they remain in the arch demon's presence. Many illusionists, wizards and sorcerors of evil alignment revere Shax for his mastery of illusion and knowledge of all spells.

If successfully summoned, Shax will grant one wish or teach any single spell to the summoner. If a suitable offer is not made, Shax will force the summoner to behold him in his true form, after which he will immediately return to his home plane.

BAAL (ARCH DEMON)

SIZE: Height 12 ft. Weight 800 lbs.

STR:24 DEX:19 CON:24

INT:22 WILL:22 CHA:20

ARMOR/PARRY: Plate +5/no parry

HIT DICE/ATTACK: HD 24/90%

DAMAGE: as per elemental spell used, or points (elemental damage) by touch.

SPECIAL ABILITIES: See below

SPEED: 2x (flying)

HIT POINTS: 240

ALIGNMENT: Lawful evil

Baal is the master of storms and the elemental forces of nature. He has the spell casting abilities of a warlock of the 24th level of ability, and can cast any "elemental" spell (such as Eldritch Fire, Thunderbolt, Frost, etc.) at will. He is often revered by practitioners of black witchcraft. Baal is capable of emanating extreme cold, heat or electrical energy at will in a 20 ft. radius, any of which will do 3-24 points of damage to unprotected creatures who enter the affected area (no save). He is immune to all elemental attacks, and is one of the few arch demons capable of flight. Baal's touch alone will do 3-18 points of elemental damage (fire, cold, or electrical, at his choosing).

If successfully summoned, Baal will grant one wish, or create any single type of "natural" catastrophe (such as an earthquake, flood, hurricane, etc.) which can be made to affect up to a 1 mile radius area of the summoner's choice. If a suitable offering is not made to Baal, he will seek to slay the summoner with his elemental powers and return to his home plane.

ASTORATH (ARCH DEMON)

SIZE: Height 12 ft. Weight 800 + lbs.

STR:24 DEX:19 CON:24

INT:23 WILL:23 CHA:20

ARMOR/PARRY: Plate +5/70%

HIT DICE/ATTACK: HD 24/90%

DAMAGE: Whip; 2-24(+special), claws; 3-18, bite; 2-12

SPECIAL ABILITIES: See below

SPEED: 1x

HIT POINTS: 250

ALIGNMENT: Lawful evil

Astorath is the master of oppression. On his home plane he is known as "The Imprisoner", and in his darkened dungeons many of the enemies of Mephistopheles sit imprisoned forever in a place where time has no meaning. Astorath is a tireless tracker (99% ability under any conditions) and he cannot be restrained by locks, chains, shackles or spells which entrap or entangle. Spells which affect time will not function if cast within 100" of his presence. He emanates "hopelessness" in a 20 ft. radius, and those who enter this area and fail to make a save vs. Will must immediately surrender themselves into captivity. Astorath bears a terrible whip which he uses to ensnare his victims; those hit by this weapon much make a save vs. Strength (at a penalty of -4 on the die) in order to escape. Furthermore, Astorath may use his third eye to see into any plane for up to 10 minutes per day, an ability which he uses to telling effect when tracking. If hard-pressed, Astorath will attack with his claws and a viscious bite (3 attacks in this case, or 2 w/ whip only). This Arch Demon is occasionally revered by slavers, jailers and bounty hunters of evil alignment, for it is said that none has ever escaped Astorath or the timeless dungeons which he guards.

If successfully summoned, Astorath will grant one wish, free any individual held captive by an enemy of the summoner, or take any single creature or being (whom the summoner has already captured) back with him to be imprisoned on his own plane. If a suitable offering is not made to Astorath, he will attempt to capture the summoner and imprison him in the labyrinthine dungeons of the underworld. If the summoner escapes, there is a 10% chance that Astorath will track him or her and make a second attempt to capture the offender.

THAMUZ (ARCH DEMON)

SIZE: Height 12 ft. Weight 700 lbs.

STR:22 DEX:24 CON:24

INT:24 WILL:20 CHA:24

ARMOR/PARRY: Plate +5/75%

HIT DICE/ATTACK: HD 24/90%

DAMAGE: Sword; 1-10+10, Garotte; 1-12 per minute (strangling), sap (Blackjack); 2-12 (+save vs. Constitution or unconscious, 60 min.)

SPECIAL ABILITIES: See below

SPEED: 2x

HIT POINTS: 220

ALIGNMENT: Lawful

Thamuz is the master of emotions, and evil desires such as greed, lust and avarice. He is capable of performing all thieving abilities with only a 1% chance of failure, and as such, this Arch Demon is often revered by evil rogues, thieves, courtesans, and the like. Thamuz is capable of emanating greed, lust or any single emotion in a 20' radius. Any within range of this emanation must make a save vs. Intelligence or fall under his evil influence. It is said that Thamuz occasionally travels to the prime maternal plane with explicit purpose of tempting good or neutrally-aligned creatures into performing acts of evil. In melee, Thamuz uses either a sword, garotte or sap (all magical, and +3 to hit), getting three attacks per melee round due to his great dexterity. Thamuz's attacks do 10x damage if delivered from behind (as per a "back-stabbing" attack).

If successfully summoned, Thamuz will grant one wish, so long as it is of basically evil intent. If the summoner asks for gold or treasure, he or she will be given 1-10x100,000 gold pieces worth or gold, silver or gems. Note that such wealth as Thamuz bestows is always stolen wealth, and there is a 25% chance that it has been stolen from nearby sources (who will undoubtedly be searching for it). If a suitable offering is not made to Thamuz, he will attempt to kosh (knock out) the summoner and steal all of his or her wealth and possessions.

AAMAN (ARCH DEMON)

SIZE: Height 14' Weight 1200 lbs.

STR:25 DEX:25 CON:24

INT:20 WILL:20 CHA:24

ARMOR/PARRY: Plate +8/99%

HIT DICE/ATTACK: HD 24+10/Special, (see below)

DAMAGE: By weapon type, +20 (due to Aaman's strength and skill with all weapons). Four attacks.

SPECIAL ABILITIES: See below

SPEED: 1½x

HIT POINTS: 280

ALIGNMENT: Lawful evil

Aaman is the master of war, violence and physical force. On his home plane he is known as "The Destroyer", and is the personal body guard of Mephistopheles himself. He is proficient in the use of all weapons, and in combat his attacks are unsuccessful only 1% of the time. He emanates "hatred" in a 20 ft. radius, and those who enter this area must save vs. Will or go berserk with rage, and physically attack any creature that Aaman desires. Those affected by Aaman's "aura" will be too enraged to make any distinction between friend or foe,protect themselves, or cast spells, and will fight until dead or unconscious. Aaman himself will always join in such attacks, slaying indiscriminately and reveling as the carnage mounts (four attacks per melee round).

Aaman is completely immune to fear, and weapons of any sort will only do ½ damage to him. In melee he will never take prisoners or spare a wounded foe's life. He is revered by warriors and fighters of evil alignment, for it is said that Aaman has never been defeated in battle.

If successfully summoned, Aaman will grant one wish or fight any single enemy of the summoner so long as the opponent is within one mile of the summoning area. If a suitable offering is not made to Aaman, he will seek to slay the summoner in battle before returning to his own plane.

MOLOCHE (ARCH DEMON)

SIZE: Height 12 ft. Weight 800+ lbs.

STR:? DEX:19 CON:24

INT:23 WILL:20 CHA:20

ARMOR/PARRY: Plate +5/no parry

HIT DICE/ATTACK: ND 24/90%

DAMAGE: As per spell cast, or by touch; save vs. Constitution or death

SPECIAL ABILITIES: See below

SPEED: 1x

HIT POINTS: 210

ALIGNMENT: Lawful evil

Moloche is the master of arcane knowledge, dark secrets and curses. He has the spell casting powers of a necomancer of the 24th level of ability, and may cast any type of curse at will, up to a range of one mile. He emanates fear in a 20 ft. radius, and those who enter this area must make a save vs. Will or flee in unreasoning terror for 10-60 minutes. The terrible gaze of Moloche's single eye causes those in his presence to make a save vs. Will each minute or lose one point of Intelligence. Points lost in this way can only be regained through magical healing, and any victim reduced to zero intelligence will become the mindless slave of this Arch Demon. Moloche is immune to all types of curses and "death magic", and his sinister gaze has the same effect as a permanent "Evil Eye" spell. Moloche is often revered by necromancers and evil clerics, who occasionally consult this Arch Demon for his knowledge of all curses and evil legends. Undead creatures of any kind must obey his every command or cease to exist, and living creatures whom Moloche so much as touches must save vs. Constitution or die.

If successfully summoned, Moloche will grant one wish, or place a terrible (24th level) curse on any individual the summoner desires, so long as the victim is within one mile of the summoning area. If a suitable offering is not made, Moloche will instead curse his summoner in the same fashion.

NERGAL (ARCH DEMON)

SIZE: Height 12 ft. Weight 1000+ lbs.

STR:23 DEX:19 CON:24

INT:23 WILL:22 CHA:1

ARMOR/PARRY: Plate+4/70%

HIT DICE/ATTACK: HD 24/90%

DAMAGE: Axe: 3-18 (+special)
Scourge 2-12 (+special)

SPECIAL ABILITIES: See below

SPEED: 1x

HIT POINTS: ,240

ALIGNMENT: Lawful evil

Nergal is the master of cruelty, pain and death. On his own plane, he often serves as torturer and executioner in the grisly dungeons of Astorath. He has the abilities of a 24th level assassin and is perhaps the most hated and feared of all the Arch Demons, for it is said that Mephistopheles castout Nergal's eyes so that he might forever be blind to emotion or pity. Because of this Nergal is totally immune to illusions of any sort, and gaze weapons cannot affect him.

Nergal emanates "pain" in a 20 ft. radius and those who enter this area must make a save vs. Will or be unable to fight or cast spells due to the terrible agony. Nergal always carries a double-bladed axe and a scourge; any creature struck by the aze must make a save vs. Constitution or die, while any struck by the scourge must make a save vs. Will or reveal the answer to any question which Nergal asks. Though he has no eyes, Nergal can "feel" the presence of any living creatures so long as they are within 100" of this arch demon. Nergal is revered by certain torturers and assassins who admire his cold, emotionless efficiency.

If successfully summoned, Nergal will grant one wish, execute any one prisoner of the summoner, or torture and interrogate any captive already in the custody of the summoner. If a suitable offering is not made to Nergal, he will attempt to kill the summoner by the slowest and most cruel means at his disposal.

MEPHISTOPHELES

SIZE: ?

STR:25+ DEX:25 CON:25

INT:25+ WILL:20 CHA:25

ARMOR/PARRY: ?

HIT DICE/ATTACK: ?

DAMAGE: See below

SPECIAL ABILITIES: See below

SPEED: ?

HIT POINTS: 400

ALIGNMENT: Lawful evil

For countless centuries, scholars and sages have argued over the abilities and limitations of the being known as Mephistopheles. That he possesses great power is a certainty, though it is equally certain that he fears the power of good. That he is hideous and gigantic may be true, although there are those who claim that Mephistopheles has more than once visited the prime material plane in the guise of a common housefly. Some have speculated that his power is to be measured by his supposed ability to grant or cast wishes at will; if true, this alone would make him a fearful antagonist. Others say that the arch-fiend can cast any spell at will, that his very touch means death, and that he can assume the size and form of any creature imaginable. Regardless of what the scholars and sages choose to believe, it is undoubtedly true that none but the purest and noblest of men could ever hope to best the master of evil, and that only a fool would attempt such a feat without divine assistance.

GUARDIANS

SIZE: Height 7 ft. Weight 300+ lbs.

STR:22 DEX:20 CON:20

INT:20 WILL:20 CHA:20

ARMOR/PARRY: Plate +6/90%

HIT DICE/ATTACK: 16/90%

DAMAGE: By weapon type (see below) +8

SPECIAL ABILITIES: Flight, detect lies, true sight; (at will, spell casting; (15th Level Mystic). Immunity to fear, control spells, curses, "death Magic" and poisons. Cold, fire, lightning do ½ damage.

SPEED: 3x

HIT POINTS: 90+2-16

ALIGNMENT: As per patron Deity.

Guardians are the avatars, or servants, of good and neutrally aligned Deities. On their lofty home planes they serve as loyal and steadfast messengers, guards and advisors to their deific masters. Each has the spell casting abilities of a 20th Level Mystic, and is capable of flying, detecting lies, and true seeing at will. They emanate "spiritual strength" in a 20' radius, providing all good or neutral creatures within this area with a 100% immunity to fear, curses and control spells. Guardians themselves cannot be affected by such spells, and take only ½ damage from elemental attack forms such as cold, fire and lightning. They are also completely immune to any type of poison or "death magic".

All guardians bear a magical (+5) sword which does double damage to undead creatures and demons of all types, and a magical shield which gives them +5 (or 25%) saves with regard to missle weapons and missle-type spells. They also each carry a horn which, once a day, can be used to summon an additional guardian or demolish up to 100 cubic ft. of stone or masonry.

When summoned by the mystic they have been assigned to protect, a guardian is required to first ask the summoner if he or she has been faithful to their patron Deity. If the mystic can truthfully answer yes, then the guardian will gladly perform any single service that is within its power. Note that guardians can be asked to fight any evil creature or being, but will only slay demons and undead. They cannot bring captives back to their home plane, and cannot be asked to do anything which is contrary to their alignment or beliefs. Summoning a Guardian does not require the use of any magical inscription, but an offering of prayer, incense or candles is a necessary component of the spell.

SUMMONED ELEMENTALS

While there are many different types of elementals, the true elementals are intelligent beings of great size and power. There are four distinct races of elementals, each of which represents one of the four elemental forces of nature: earth, water, air and fire. True elementals may only be summoned by witches and warlocks. They require no offering to summon and if a circle of protection from elemental forces (see INSCRIPTIONS) is used, the caster usually need fear no harm.

In any dealings with a true elemental, it is wise to remember that these beings are both powerful and proud, for in certain cultures they are considered to be demi-gods, and worthy of reverence. No true elemental should ever be asked to perform a trivial or frivolous action, for to do so runs the risk of arousing their wrath and negating the pact of summoning.

All elementals have the following attributes in common:

1) Immunity to control spells of any kind

2) Immunity to non-magical weapons

3) Immunity to poisons

As with most summoned creatures, true elementals may be asked to perform one service only, after which they will depart to their respective homes. If a true elemental is summoned and treated with respect and reverence, it will almost always comply with a summoner's request.

FIRE ELEMENTALS

SIZE: Height 20 ft.

STR:22 DEX:18 CON:22

INT:19 WILL:19 CHA:19

ARMOR/PARRY: Plate/no parry

HIT DICE/ATTACK: 20/95%

DAMAGE: 3-24 Fire damage (by touch)

SPECIAL ABILITIES: Able to cast any fire-based spells at the 20th level of ability

SPEED: 2x

HIT POINTS: 100 + 2d20

ALIGNMENT: Neutral

In appearance, fire elementals most closely resemble monstrous humanoids whose bodies are composed of pure flame. They radiate such intense heat that all combustible materials within a 20 ft. radius circle of a fire elemental will instantly ignite. Fire elementals know all spells which affect fire or heat, and will teach or cast any such spell in exchange for their release from the pact of summoning. These volatile beings dislike most other creatures, but have a certain affinity for earth elementals. If both a fire elemental and an earth elemental are summoned together, there is a 50% chance that the earth elemental will consent to the creation of a relatively minor volcano. A mountain or large hill must be available for this purpose, and if the fire elemental and the earth elemental agree to work together, the peak can be made to errupt. The ensuing explosion will send a huge cloud of smoke and ash into the air (visible up to 10 miles away), and cover the entire hill (or mountain) with a foot-deep layer of molten lava, noxious gasses and volcanic dust. Visibility within the affected area will be 10 ft. and those who do not flee the lava will be incinerated. Those who escape the lava but remain in the area of effect must save vs. Constitution or take 6d6 damage from the toxic gasses (save for ½ damage).

If a fire elemental is ordered to attack a water elemental, the two opposing forces will cancel each other out.

WATER ELEMENTALS

SIZE: Height 20 ft.

STR:22 DEX:18 CON:22

INT:19 WILL:19 CHA:20

ARMOR/PARRY: Plate/75%

HIT DICE/ATTACK: 20/95%

DAMAGE: Trident; 1-12+15

SPECIAL ABILITIES: Able to cast any spell which affects water, at the 20th level of ability

SPEED: 2x in water

HIT POINTS: 100+2d20

ALIGNMENT: Neutral

Water elementals are tremendous, humanoid beings with green skin and long blue-green hair. A large body of water (such as a lake, ocean or river) must be nearby in order to summon one of these beings, and the caster must be within 100 ft. of it at the time of the summoning. Water elementals know all spells which affect water, and may be asked to teach (or cast) any such spell to fulfill their obligation to the pact of summoning. If asked to sink or destroy any ocean going vessel, they will be more than eager to comply, as these beings have no love for those who trespass over their domains without first seeking the approval of water elemental. If a water elemental is summoned with the express purpose of seeking permission to travel across a body of water, it will be honored and offer its protection on the voyage (ships which travel under the protection of a water elemental are assured of immunity to attack from other water elementals). If a water elemental is summoned and commanded to attack a fire elemental, the two beings will cancel each other out.

All water elementals carry a huge +5 trident which they occasionally use in melee instead of their spell casting abilities.

EARTH ELEMENTALS

SIZE: Height 20 ft.

STR:23 DEX:14 CON:23

INT:19 WILL:20 CHA:19

ARMOR/PARRY: Plate/85%

HIT DICE/ATTACK: 20/95%

DAMAGE: Fists; 3-24, hurling rocks

SPECIAL ABILITIES: Able to cast any spell which affects earth, stone or plants at the 20th level of ability

SPEED: 2x

HIT POINTS: 100+2d20

ALIGNMENT: Neutral

Earth elemental are gigantic, humanoid-looking beings whose bodies are composed of earth and stone. When summoned, an earth elemental will rise up from beneath the ground with a great tremor and appear within 100 ft. of the caster (roll d6 to determine from which direction the elemental will appear). Earth elementals know all spells which affect earth, stone, mud or anything that grows in the soil, and can be asked to teach or cast any such spell to fulfill their obligation to the pact of summoning. They will also gladly comply with any request to destroy a man-made structure of any sort, as these beings have a great hatred for those who cut and quarry stone, mine ore, or do anything to deface the surface of the earth.

In melee, an earth elemental will either attack with its rock-hard fists (1 attack, 3-24 damage) or by hurling great chunks of earth and stone (up to 200 ft.) for 3-36 points of damage. Earth elementals are powerless to affect air elementals in any way.

AIR ELEMENTALS

SIZE: Height 20 ft.

STR:20 DEX:18 CON:22

INT:19 WILL:19 CHA:20

ARMOR/PARRY: Plate/no parry

HIT DICE/ATTACK: 20/95%

DAMAGE: Whirlwind; 3-24 points of damage

SPECIAL ABILITIES: Able to cast any spells which affect wind or air at the 20th level of ability. Ability to fly at will.

SPEED: 2x Flying

HIT POINTS: 100+2d20

ALIGNMENT: Neutral

Air elementals are huge, cloud-like beings who vaguely resemble humans in form. When summoned, an air elemental will appear in the sky above the caster, amidst a swirling wind. Air elementals know all spells which affect wind, the air and storms, and can be asked to teach or cast any such spell to fulfill their obligation to the pact of summoning. They have a great affinity for water elementals, and if both an air elemental and a water elemental are summoned together, the two may be asked to cast a double- strength Tempest (see witch's spells, Level Seven). An air elemental may also be asked to provide favorable winds for an ocean voyage, or to cause (or stop) a wind storm or tornado.

In melee, an air elemental can attack as a whirlwind, doing 3-24 points of damage per minute and causing victims to save vs. Dexterity or be knocked to the ground. Air elementals are powerless to affect earth elementals.

SUMMONED PLANTS AND ANIMALS

The summoning of plants or animals entails considerably less risk than the more advanced rituals of summoning, for witches and warlocks who are capable of casting such spells have a close affinity to these life forms, and are generally regarded as "friends." It is because of this reason that summoned plants and animals will never attack a witch or warlock, or require more than the minimum offering when summoned by ritual. If such a ritual is unsuccessful for any reason, the summoned plant or animal will simply not be gated in. Furthermore, if the animal or plant is native to the area where the summoning is to occur, the witch or warlock may elect to forego the use of the ritual inscriptions and "call" the desired life form. "Calling" plants or animals entails no risk to the caster, and may be done by simply casting the appropriate summoning spell without using the ritual inscriptions and offering. This method does have its drawbacks, however, for there is always a 20% chance that none of the type of creature being "called" are in the immediate vicinity of the caster. Furthermore, non-ambulatory life forms (such as most types of plants) cannot be called, and even those plants and animals capable of movement will take 2-8 minutes to arrive.

Though any type of plant or animal may be summoned by a witch or warlock, it is well to remember that not all such life forms have sufficient intelligence to "obey" the summoner's commands. In fact, the most common usage of the summon plant spell is simply as a convenient means of acquiring rare and/or useful herbal ingredients. A comprehensive listing of such plants and herbs can be found in Bard Games' THE COMPLEAT ALCHEMIST, or the game judge can make up his or her own list. The listing of rare plants which follows is by no means comprehensive, but should still be of use to the aspiring witch or warlock. (Note: Because most FRP games include their own descriptions and statistics for animals, they have not been included in this supplement).

CHARMPLANT

SIZE: Height up to 12 ft.

STR: 1 DEX: 1 CON: 12

INT: 2 WILL: 8 CHA: 1

ARMOR/PARRY: Plate + 2/no parry

HIT DICE/ATTACK: HD 12 maximum (1 HD per blossom)/no actual attack

DAMAGE: Special (see below)

SPECIAL ABILITIES: Charm, intelligence-drain, resistant to fire and edged weapons (½ damage)

SPEED: Non-ambulatory

HIT POINTS: 8 per stalk

ALIGNMENT: Neutral

The charmplant is an exceedingly rare species of flowering plant that grows in very warm, tropical climates. Its large, sky-blue blossoms may measure as much as 12 inches in diameter, and are considered by many to be among the most beautiful known to man. A charmplant may have as many as 12 such blossoms, each supported by a long, fibrous stalk, the lower extremity of which adjoins into a single, leaf-covered bole, or trunk. A fully-grown plant may reach a height of 12 ft., and cover an area up to 10 ft. in diameter. The lifespan of a charmplant is believed to be in excess of 1,000 years.

All charmplants exude a strong, sweet fragrance that may carry as far as ½ mile on a windy day, but is usually limited to 100 ft. radius area immediately surrounding the plant. Any who smell the charmplant's fragrance must save vs. Intelligence or feel a powerful urge to seek out the beautiful plant at once. This longing to see the plant is so strong that victims will do violence to any who seek to restrain them. If successfully restrained from seeking the plant, such victims will be utterly morose and uncooperative until such time as they can be taken at least one mile away from the particular plant which "charmed" them. If a victim is not restrained, he or she will rush unerringly towards the beckoning plant and embrace it with great affection and admiration. The charmplant in turn will entwine one of its stalks about the victim, covering the creature's face with a single blossom. Once in the grasp of a charmplant, the victim will slowly be drained of his or her intellect, at a rate of one point of Intelligence per minute. A charmplant will never completely drain a victim, but rather will leave a "reserve" of 1-4 points of Intelligence so that it may continuously draw nourishment from the hapless creature. Thus, victims of a charmplant may be held in captivity for years until they are rescued or the plant dies, for charmplants possess the magical ability to keep their victims alive (and unageing) almost indefinitely.

The only way to free the victim of a charmplant is to unearth and sever the bole of the plant (the fibrous stalks are almost completely resistant to fire or cutting), or destroy the plant by magically subjecting it to cold, which the plant cannot tolerate (2x damage for this attack form). Victims rescued from a charmplant will appear dazed, weak and completely confused, and will be unable to move or even speak until a cure can be affected. Lost points of Intelligence may be regained at the rate of one point per each day of bed rest, with the only alternative being the use of a limited wish, or Minor Miracle spell.

Despite the obvious risk involved, it is said to be possible to transplant and grow young (1-4 flower) charmplants.

SCARLET LEECH

SIZE: 1-8 inches in diameter

STR: 1 DEX: 1 CON: 10

INT: 1 WILL: 1 CHA: 1

ARMOR/DEFENSE: Unarmored/0%

HIT DICE/ATTACK: 1/Special, see below

DAMAGE: Special, see below

SPECIAL ABILITIES: Carnivorous spores

SPEED: Non-motile

HIT POINTS: 1-2 H.P.

ALIGNMENT: Neutral

Scarlet leech are a small, umbrella-shaped variety of fungi, recognizable by their deep, blood-red color. They are usually only found in dark, underground areas or swamps, in numbers ranging from as few as two plants to as many as twenty (2d10). Scarlet leech fungi feed upon organic materials of any kind, from rotten wood to decayed flesh and bone.

If approached in a noisy or careless fashion, a scarlet leech will expel a cloud of red spores in a 5 ft. radius. Though the spores appear as nothing more than fine powder, each individual spore is actually a living, feeding organism. Any creature sprayed by a scarlet leech will take 1-4 points of damage per minute (save vs. Dexterity for ½ damage) from the carnivorous spores, as will any leather, wood, bone or cloth items which the victim has on his or her person (the Game Judge should make the appropriate save for any item which may have been exposed to these spores). A strong light may (50% chance) cause the spores to stop their feeding, but otherwise the only known way to affect a "cure" is to subject the spores to intense heat. A torch (or other heat source) will usually suffice for this purpose, and although this treatment will do 1-4 points of fire damage to the victim, the only alternative is death; if the spores are not stopped, they will continue to feed until the victim is dead, after which new scarlet leech plants will grow from the decomposing remains of the victim.

It is said that if scarlet leech fungi are exposed to a very strong light, these carnivorous spores can be gathered and stored in metal vials, where they can be used at a later date. While this is a very dangerous operation, a vial of "scarlet leech dust", as it is called, is said to be worth as much as 1000 gold pieces in some areas, and has certain undeniably practical applications. At least four scarlet leech plants will be needed to fill a single one-ounce vial, with this being the minimum amount necessary to duplicate the plant's natural cloud-like attack. There is a 20% chance that scarlet leech plants can be cultivated from spores, but only if they are kept in a suitably dark, moist area.

STRANGLEVINE

SIZE: up to 70 ft. in length, 2-8 inches in diameter

STR: 18 DEX: 8 CON: 15

INT: 2 WILL: 6 CHA: 1

ARMOR/PARRY: Leather/no parry

HIT DICE/ATTACK: HD 8/40%

DAMAGE: 1-12 per minute (see below)

SPECIAL ABILITIES: Constriction

SPEED: 1x when attacking only

HIT POINTS: 10+1-8 H.P. per vine, root system 30 + 1-8 H.P.

ALIGNMENT: Neutral

Stranglevine is a rugged species of parasitic plant which, though somewhat rare, can be found in most types of forest and jungle areas. It is quite hardy and can flourish in all but the most extreme climatic conditions. A full grown plant may have as many as twelve separate vines, each capable of reaching a maximum length of 70 ft. In its native environment Stranglevine is difficult to detect, for it usually intertwines itself amongst the upper branches of trees and large shrubs. When an animal or creature passes beneath a tree or shrub which contains stranglevine, the plant will drop several fibrous coils of vine down upon it, and attempt to ensnare the victim. If the attack is unsuccessful, a victim will usually be able to escape, for the vine is not capable of intelligent thought or swift movement. If the attack is successful, however, the vine will entwine about its victim, causing 1-12 points of constriction damage per minute. Victims with less than maximum human strength will be unable to break free unless the vine is severed or its root system located and destroyed. Creatures with maximum human strength (or better) may escape by making a successful save vs. Strength. Stranglevines draw nutrients directly from bodies of slain victims as they decompose. They are easily cultivated from seeds or cuttings, though feeding can be a problem.

VIOLET CREEPER

SIZE: Up to 7 ft. tall.

STR: 10 DEX: 6 CON: 16

INT: 4 WILL: 6 CHA: 1

ARMOR/PARRY: Leather/no parry

HIT DICE/ATTACK: 6 HD/special; see below

DAMAGE: See below

SPECIAL ABILITIES: See below

SPEED: ½x

HIT POINTS: 30 + 1-8 points

ALIGNMENT: Neutral

Violet creeper is a rare species of ambulatory shrub which is

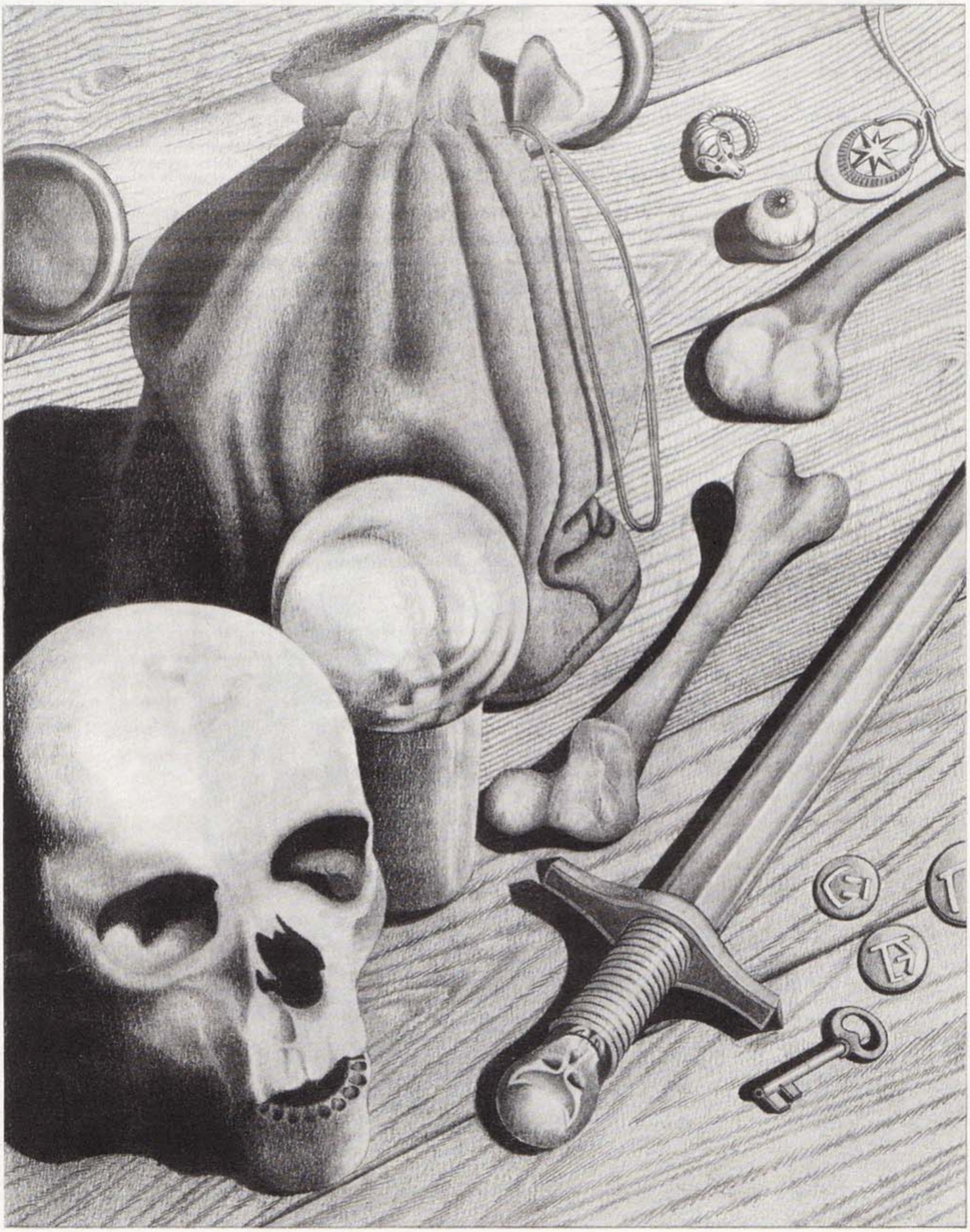
occasionally found in temperature climates such as sub-tropical jungles and forests. It is easily recognized by its dense, purple foliage, and can reach a height of 7 ft. or more.

During the day violet creepers are quite harmless, and will not move unless endangered in some way. At night, however, a violet creeper will uproot itself and begin its nocturnal search for food. Creeping along on its tendril-like root system, the shrub may travel as far as eight miles in the course of an evening, until it comes upon a sleeping or helpless warm-blooded creature. Once a potential victim has been located, the violet creeper will silently move to within two feet of the creature and begin to root itself in the unsuspecting host. There is only a 10% chance that any sleeping or unconscious victim will feel the roots as they enter its body, for the tendrils themselves exude a secretion which has the same effect as local anesthetic. It will take 5-20 (5d4) minutes for a violet creeper to root itself in a victim, after which it will begin to absorb proteins and nutrients from the victim's body. If discovered and attacked before it has been securely rooted, a violet creeper will let its victim go and flee, in which case the victim will only have suffered 2-8 points of damage from the roots. If the shrub is not detected, however, it will continue to draw nutrients from the victim's body for 1-4 hours, depending on how badly it needs food, and each hour of feeding will cause the victim to lose one point of strength and suffer an additional 2-16 points of damage. Once the violet creeper has finished feeding, it will withdraw its roots and leave the area before daylight arrives. If the victim has not been slain as a result of the violet creeper's feeding, he or she will awaken, feeling strangely weakened. Close inspection of the skin will reveal several dozen tiny circular wounds or sores, but, aside from the feeling of weakness, the victim will be in little pain. Lost strength points can only be regained at the rate of one point per each full day of rest, or through the use of a wish, limited wish or Minor Miracle.

Unlike most forms of plant life, violet creepers have a fair degree of intelligence, and are capable to some extent of reason. They fear fire and will flee if threatened with torches or magical flame. If approached during daylight, it is supposedly possible to gently uproot young violet creepers and take them into captivity, though one should exercise caution with regard to the transplanting and maintenance of these shrubs (especially during the evening hours).

If cornered or attacked, these plants will defend themselves by striking assailants with their tendril-like roots, each attack doing 2-8 points of damage on a successful hit (no strength-loss in this case). However, as long as a violet creeper is allowed an avenue of escape, it will flee rather than engage in melee.

Major Arcana



MAJOR ARCANA

This section has been provided for the Game Judge's use, as it describes various spells and artifacts which may not generally be found in all parts of the known planes of existence. While there are rumors and legends which hint at the existence of such Arcana, it is up to the Game Judge as to how such information might be found, or if it can be found at all in the worlds which make up your campaign.

SPELLS OF THE ARCANA

The following spells and incantations have been described in the same format as the other spells in this supplement, with one addition; the term "class" has been used to denote the class (or classes) of spell casters who may use the spell. All such spells listed in the Arcana are considered to be of the seventh level of ability or greater, at the Game Judge's option.

AURA OF SPELL FAILURE: This Arcane incantation allows the caster to create a powerful aura of anti-magic which can be cast upon any non-living object, device or area. Any substance which has been so enchanted can be made immune to any one spell; i.e., an item can be enchanted so that an Object Reading spell will not function if cast upon it; a door or lock can be enchanted so that a Wizardlock (or a similar spell) will always fail against it, etc. Because an Aura of Spell Failure is anti-magic, this spell cannot be detected through the use of a detect magic spell, though Spell Analysis will always reveal the presence of this enchantment. The maximum area of effect for an Aura of Spell Failure is ten cubic feet, and only one such aura can be cast upon a given object, device or area (large areas may be made proof against one specific spell if several Auras of Spell Failure are cast in succession). Due to the anti-magic qualities of this enchantment, an Aura of Spell Failure is -50% more difficult to dispel. Duration is permanent, or until dispelled.
SAVE: None
SPELL TYPE: Non-variable
CLASS: Sorcerer, Witch/Warlock

THE BLACK WIND: Allows the caster to create a 10 ft. diameter cloud of whirling, black vapor which may be directed at any target within a 100 ft. range. This magical vortex can be made to travel at up to 2x human speed, and will cause the following effects to any living creatures in its path:

1) Save vs. Dexterity or victim is knocked down and swept away with the vortex, taking 8d6 damage (save = no damage in this case).

2) Save vs. Constitution or blinded for 2-12 minutes. Black Wind can be made to attack only once, after which it will continue past its target (range permitting).

SAVE: As stated above.
SPELL TYPE: Non-variable.
CLASS: Necromancer, Witch

CURSE OF FACELESS DREAD: The power of this curse is such that its caster can magically "erase" any or all of the victim's facial features, thereby nullifying the corresponding senses; eyes (sight), mouth(speech), nose (smell) and/or ears (hearing) can be erased in any desired combination. The duration of the curse is permanent, or until removed. Range: Sight range.
SAVE: vs. Constitution
SPELL TYPE: Non-variable
CLASS: Witch/Warlock

CURSE OF THE LIVING DEATH: The victim of this curse will lose one point of Constitution per week, gradually losing stamina, endurance and general health. When a victim's Constitution falls below 3, he or she will begin to take on a deathly palor, becoming more and more susceptible to disease and infection until, at 0 Constitution, the victim's body will resemble a shriveled, skeletal corpse, too weak to even move. The most dreaded effect of this curse is that the victim's mind will remain alert throughout this process, and its effects are not fatal; the victim may survive for decades in a state of "living death." The duration of the curse is permanent, or until removed. The caster must be within sight-range of the intended victim unless an image is made, as per the necromancer's spell, Sympathetic Magic (Voodoo).
SAVE: vs. Will
SPELL TYPE: Non-variable
CLASS: Necromancer

KORAK'S SPELL OF LAST RESORT: The estimable (and long-since departed) sorcerer, Korak, developed this powerful incantation as a possible means of escaping any truly desperate situation. Briefly stated, this spell allows the caster to triple the range, duration damage or area of effect for any single spell. As the additional energy required for such a spell can only be acquired by drawing upon the caster's own life force, the caster must save vs. Constitution at a penalty of -10 (or -50%) or instantly collapse into a coma. Even if the save is successful, the caster will be weak and unable to cast any further spells, and only a Minor Miracle (or some similar potent magic) can awaken a caster who fails this save and becomes comatose. As its name implies, this spell was not intended for casual use, but only in time of direct need.
SAVE: As stated
SPELL TYPE: Non-variable
CLASS: Sorcerer

MAGIC RESISTANCE: Allows the caster to imbue any single creature or being with a temporary 5% Magic Resistance, in effect giving the spell recipient an additional save vs. any magical spell or device. The "strength" of the Magic Resistance is variable (see below), and has a maximum duration of 10 minutes. Any spell cast at the recipient of this magical protection must first overcome the aura of Magic Resistance before it has any chance of affecting the target creature (who is still allowed the usual chance to save, if applicable). Note that Magic Resistance applies towards both beneficial and harmful spells. The recipient must be touched in order for the spell to be effective.
SAVE: None
SPELL TYPE: Variable. Each level of ability allows the caster to imbue the recipient with an additional +5% Magic Resistance, up to a maximum of 50%.
CLASS: Mystic, Sorcerer

NEGATIVE ILLUSIONS: Allows the caster to create a reverse, or negative illusion of any single object or creature (maximum size is 10 cubic feet); i.e., the caster may cause victims to believe that something which does exist has vanished, become invisible, etc. For example, a negative illusion may be cast upon a fighter's sword and scabbard. Should the fighter fail his or her save and reach for the sword, it will appear to have vanished. No amount of persuasion will convince the victim of a Negative Illusion that what he or she doesn't see is really there, and only a Dispel Magic will restore the victim's normal perception. Negative Illusions have an effective sight range of 100 ft. and will last until dispelled.
SAVE: Vs. Intelligence
SPELL TYPE: Non-variable
CLASS: Sorcerer

SORCERER'S GATE: This spell (developed by some long-forgotten mage) allows the caster to create a permanent, invisible "gate," which can be constructed so as to lead to any (single) desired location. The caster must be well acquainted with both the "entrance" and "exit" locations in order for the spell to be effectively cast, but distance is absolutely no factor, and gates between planes are quite possible. A Sorcerer's Gate allows passage from both "entrance" to "exit" and vice versa, and will remain in effect until dispelled (or destroyed by negative energy). It is well for the caster to remember that, though invisible, a Sorcerer's Gate could be subject to trespass by unwitting creatures who may accidently step through the ever-open portal. As a Sorcerer's Gate may be detected by the use of a Detect Magic spell and various other enchantments, the caster may opt to protect its opening(s) by the employment of symbols, wards, etc.
SAVE: None
SPELL TYPE: Non-variable
CLASS: Sorcerer

SPELL OF FORLORN ENCYSTMENT: The victim of this curse will be teleported to an unknown cyst (or air pocket) deep in the bowels of the earth. This curse is non-fatal, as its potent magic will keep the victim alive (in a state of suspended animation) indefinitely. Only a Soul Search spell will suffice to locate the unfortunate victim of this enchantment. Range: Sight range.
SAVE: vs. Will
SPELL TYPE: Non-variable
CLASS: Sorcerer

THAUMATURGIC CREATION: Allows the caster to create up to 100 cubic feet worth of construction (such as a tower, bridge, wall, small fortification, etc.) so long as a minimum 1 lb. quantity of the necessary material is available to the caster. For example, a spell caster may create an iron tower so long as he or she has at least one pound of any sort of iron (ingots, tools, armor, etc.) to use as material component. A Thaumaturgic creation will last no more than 24 hours, and the material components used in the creation are always expended and lost by the casting of the enchantment.
SAVE: None
SPELL TYPE: Non-variable
CLASS: Sorcerer

ARTIFACTS OF THE ARCANA

CLOAK OF ABSORPTION: This useful item may be created by enchanting any cloak (of excellent quality) with the following spells: Force Shield, Minor Enchantment, and Major Enchantment (for permanency). A cloak of absorption can be made to absorb up to 20 points of any type of damage which its wearer might otherwise suffer in melee, magical combat, etc. Damage up to 15 points can be repaired at a cost in materials of 50 G.P. Per point of damage, but damage in excess of this figure cannot be repaired. If a cloak of absorption takes 20 or more points of damage it will be destroyed. This artifact will not function if its wearer attempts to use it in conjunction with any type of metal armor.

RUNIC BRACELETS: A runic bracelet may be created by engraving any silver bracelet with the rune of protection (Eolh) and enchanting it with the following spells: Magic Resistance, and Major Enchantment (for permanency). A runic bracelet can be made to bestow up to 50% magic resistance to its wearer, though its "anti magic" properties have a tendency (1% per each 5% of magic resistance which the bracelet possesses) to cause the wearer's own spells and/or magic items to malfunction.

THE DREADED ROD OF BLASTING: This powerful artifact is indeed dreaded by both demons and all variety of undead creatures, who fear its touch and will recognize it on sight. It is said that in order to create such an artifact, an emerald (worth a minimum of 2000 G.P.) must be procured from an alchemist, along with a single hair from the head of a saint. A straight piece of hazel wood must then be found, cut with a single stroke of a magic sword, and fashioned into a slender, 3 ft. long rod. The emerald must be engraved with the rune "Tir," after which the two may be joined together, using the saint's hair and 2000 G.P. worth of platinum fastenings. Finally, the completed rod must be enchanted with the spells, Mystic Bolt, Blessing, and Major Enchantment (or Spiritual Enchantment) for permanence, after which it will be ready for use. A rod of blasting can be made to emit a searing bolt of astral light which will cause any demon or undead creature struck by it to save vs. Will (at a penalty of -4, or -20%) or experience agonizing pain. The pain will persist until the affected creature consents to obey any single command given by the wielder of the rod. Besides its useful application vs. undead, the Dreaded Rod of Blasting is an essential item for sorcerers who wish to procure the services of a demon without paying the usual demonic offering. All such rods have a range of 20 ft. and can be used by good or neutral spell casters of any class, though the services of a mystic will be required to create this artifact. A rod of blasting will only affect devils, demons and undead.

SOULSTONES - These magical gems (which can be created through the use of the seventh level sorcerer's spell of the same name) are occasionally found in the tombs of ancient spell casters, the treasure troves of dragons, and other, less-likely places. In appearance, these devices may resemble any type of high-quality gem, and are usually discernible from normal gemstones only by the use of a Detect Magic, or similar spell (at the Game Judge's option, close inspection of a soulstone may reveal telltale traces of finely engraved writings upon its surface).

The power of any soulstone depends entirely upon the nature of the creature whose life force has been trapped within it and the person who holds or possesses it; i.e. the holder of a soulstone must determine which one of the entrapped creature's abilities he or she will choose to acquire. For instance, the soulstone of a vampire might bestow upon its holder the power to assume gaseous form, possess maximum human strength, shape - change into the form of a bat or wolf, etc. The holder, however, must determine which power he or she will acquire from the stone as soon as it comes into his or her possession. Once the choice is made, the desired attribute becomes the holder's until the stone is either lost or destroyed. At no time may the holder of a soulstone "switch" powers, or bestow one of the stone's powers upon someone else.

At the Game Judge's option, a character who finds a soulstone and frees the creature who has been trapped within it may be rewarded in some way. If the victimized creature is kindly disposed, it may offer to serve its benefactor for a short period of time, or grant a favor of some sort. On the other hand, a truly evil creature might not be so generous or grateful. Perhaps the least known property of soulstones is that 1% of these devices are flawed, and have a tendency to "leak" certain of the thoughts, memories, and even fears (phobias) of the creatures trapped within them. Such side-effects, while quite rare, may have a profound effect upon the holder of a flawed soulstone, who may experience recurring dreams, nightmares, visions, or attacks of paranoia from the stone. It is up to the Game Judge to determine the frequency and intensity of such occurrences, and what effect they may have on the holder of such a soulstone.

ROD OF DEMON SMITING: This rod is a lesser, but still effective version of the Dreaded Rod of Blasting. It is often used for the main reason that it is less time consuming and simpler to make than a rod of blasting, and does not require the acquisition of any rare or costly materials.

To create a rod of demon smiting, a straight piece of yew wood must be cut and fashioned into a slender, 3 ft. long rod, after which it must be engraved with the runes "Eolh," "Os" and "Doeg." After this has been done, the rod must be blessed by a mystic, cleric or priest and given a permanent dweomer through the use of a Major Enchantment or Spiritual Enchantment spell.

The completed rod of demon smiting may be used with much the same result as a rod of blasting, only the target creature must be struck in order for the rod to produce the desired effect. A rod of smiting will also do 1-8 +2 points of damage to any demon or undead creature, which may or may not be desirable; as the famous sorcerer Korak once wrote, "The Rod of Daemon Smiting hath merit, though it doest damage the very daemon that thou seek to gain as a servant."

All rods of demon smiting are +2 (or +10%)to hit, and can be used by any class of spell casters.

CURSED BOOK OF NAMES - These non-magical tomes are sometimes found in abandoned temples of evil alignment, and vary greatly in size and appearance. To the casual observer, the contents of a cursed book of names will appear to be nothing more than a collection of meaningless glyphs and sigils, and even an accomplished spell caster, sage or scholar will find little rhyme or reason to these writings at first glance. If a spell caster spends one full day studying the book, however, the true nature of its contents will be revealed (roll % dice):

1-10%= The book is either a fraud (written with the express purpose of foiling thieves and/or rival spell casters) or a forgery (created in the hope that it might be sold to a less-than-observant collector, wizard, sage, etc.).

11-50%= The book contains the true names of 1-3 (common) greater demons, which may be used for summonings, curses, etc.

51-90%= The book contains the true names of 1-3 (common) greater demons, a Kalkydri and an Empusa.

91-99%= The book contains the true names of 1-4 (common) greater demons, 1-2 Kalkydri, 1-2 Empusa, a Succubus and an Incubus.

00%= The book contains the true names of 1-3 of each of the above-mentioned types of greater demons.

It should be noted that, as these books are quite valuable (minimum 10,000 G.P. if sold to a collector or book shop); they are often protected by curses, traps and wards placed upon them by their original owners.

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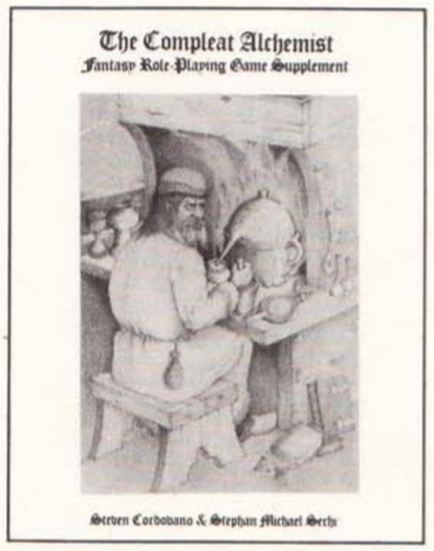

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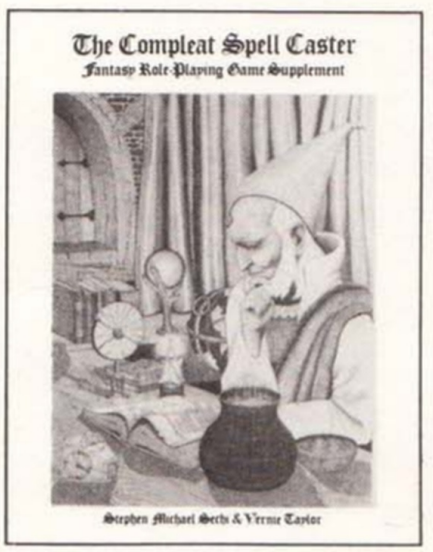

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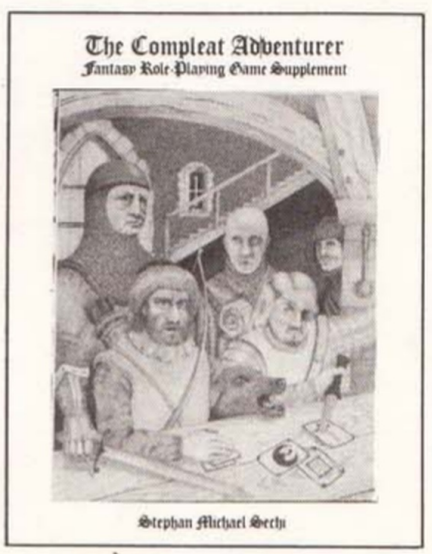

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